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NO QUARTER MAGAZINE™

ISSUE Nº-19
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EPIC *METAMORPHOSIS* WARLOCKS

SUMMER RAMPAGE 2008

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COLD AS ICE

GREYLORD PATHS OF POWER

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On the Cover

MADRAK IRONHIDE, WORLD ENDER BY ANDREA UDERZO

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY, WHERE HE WORKS AS A FREELANCE ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES, INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT HTTP://ANDREAUDERZO.DEVIANTART.COM/GALLERY.

CREDITS

Okay, This is Just Getting Weird

Thomas Dill (aka Tamwulf on the forums) holds up his picture from NQ 15...which shows him holding his picture from NQ 13. Previously, we suggested a break down in the space/time continuum, but now we're entering into meddling by some powerful elder gods. Thomas came to play in the 2008 Privateer Press Invitational—see page 38 for more details.

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No Quarter Magazine

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Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

Rampage Early, Rampage Often

Summer is here! With the passing of the solstice, some things grow more obvious than ever. Most obvious, it's hot outside, so stay inside with your gaming buddies and play some HORDES and WARMACHINE. To keep up the heat, we offer the 2008 Summer Rampage Survival Guide on page 44. Last year's Summer Rampage event was a great success. This time around, we have moved most of the heavy lifting to the summer rampage website (www.privateerpress.com/summerrampage), which includes daily updates, an interactive map that shows the progress of the conflagration, and up-to-date standings. Like the title says: Rampage Early, Rampage Often!

Turning to rampaging of a different sort, this issue concludes our previews of the six Monsterpocalypse factions by highlighting the eerie Martian Menace and the ravenous Planet Eaters. Some of you have had a sample of the game's mechanics at conventions like GAMA and Toy Fair. Rest assured, however, that we'll demo the game at Gen Con, Origins, and San Diego Comic-Con, so you still have plenty of chances to smash some buildings and duke it out with gigantic monsters before the game's release. As an added bonus this issue, we have provided a sneak peek at a few of the panels from the upcoming Monsterpocalypse comic book, which you can get for *free* at San Diego Comic-Con, July 24-27. With some help from Across the Pond Studios, the ravaged world of Monsterpocalypse comes to life. Titanic monsters and machines battle it out using the cities of humanity as their own personal wrestling mat.

Now, go to the middle of the magazine. Go ahead, we'll wait. See that insert in there? That's the new, updated map of western Immoren in handy poster form. Hang it up on the wall of your gaming room or use it to strategize your conquest of the Iron Kingdoms. As you can see, the borders have shifted some due in part to the events that transpire in *WARMACHINE: Legends*, which comes out this August. The Motherland has grown considerably. Poor Llael has shrunk to a fraction of its previous glory. The Trenchers dug in along the northern Cygnaran border watch more and more nervously as the huge Khadoran army paints the Iron Kingdoms in hues of Khador Red.

At the time of this writing, I'm also happy to announce that No Quarter Magazine has been named as a semi-finalist for Best Non-Fiction Publication for the 2008 Origins Awards—that's three nominations in a row. Privateer Press received a total of FIVE nominations this year: the No Quarter nod (above), *Forces of WARMACHINE: Pirates of the Broken Coast* for Best Miniatures Rules, Infernal Contraption for Best Traditional Card Game, the Bronzeback Titan for Best Miniature and Doug Seacat's short story "The Shae Mutiny" from No Quarter #12 for Best Fiction Publication. That's quite a list! Our eternal thanks go out to all of you who play your favorite Privateer Press Games, buy the miniatures, and read the great fiction that brings the Iron Kingdoms universe (and soon the Monsterpocalypse universe) to life. Yes, it's cliché, but true: you are the reason why we receive these nominations. Your voice and enthusiasm are the reasons why Privateer Press has the cred and quality that live up to the hype.

So, set up the terrain, crank up the AC, and throw down with your friends this summer!

As always,

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

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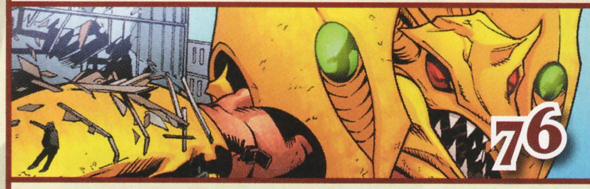


BOSUN'S CALL

LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

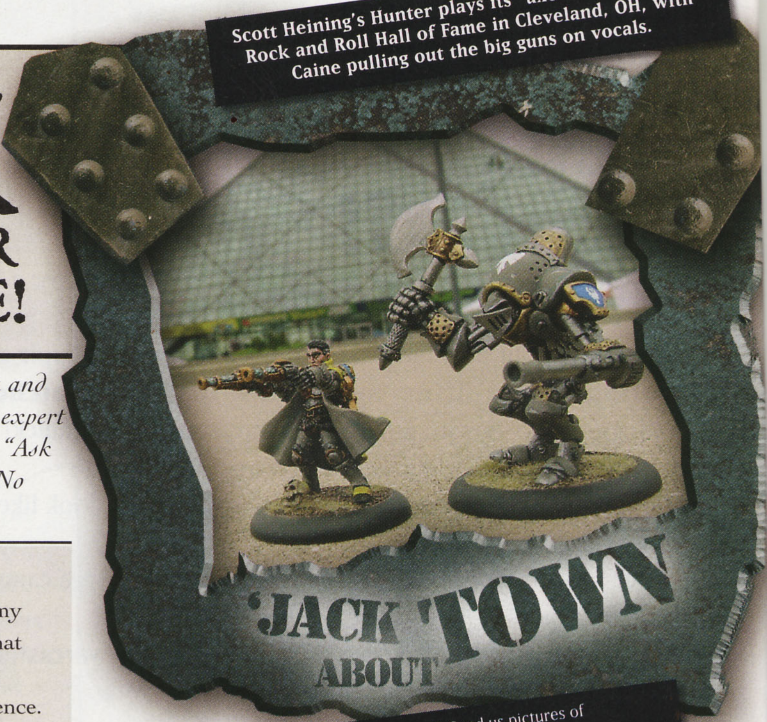
Q: Professor, do grymkin have souls?

A: An intriguing question! I must admit that while my studies have brought me into contact with entities that boast a disquieting interest in souls, I have no ready means to scrutinize such ineffable and immortal essence. We know souls can be contained and presumably manipulated by means of such devices as soul cages. However, in most circumstances souls are invisible to researchers of extraordinary zoology.

I have heard there are other scientists attempting to develop means to detect such ephemera, such as the so-called "Strangelight Workshop". I have not had occasion to interview those occult-minded machinists nor to avail myself of their experimental devices. Furthermore, the encounters I have had with grymkin have not encouraged prolonged scrutiny, let alone the occasion to see if their expiration disgorges anything akin to a soul.

So, sadly, I must admit that I simply do not know.

**Have a question for the Professor?
Post in the No Quarter section at:
www. privateerpressforums.com**



Scott Heining's Hunter plays its "axe" in front of the Rock and Roll Hall of Fame in Cleveland, OH, with Caine pulling out the big guns on vocals.

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

I love the alternate Eiryss model. I certainly didn't mind cutting a few corners (literally!) for it, but I've looked in the magazine and on the website, and I don't see a sculptor's credit anywhere. Who was the artist for the alternate Eiryss sculpt?

—Brian P. Hudson

Stefan Nieheus was the sculptor for the alternate version of Eyriss. Stefan is also responsible for the sculpting of Fenris, the Blackclad Druid, and Kromac the Ravenous (both forms) from HORDES. Just wait till you see what else he has in store.

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*

SPANISH NATIONALS

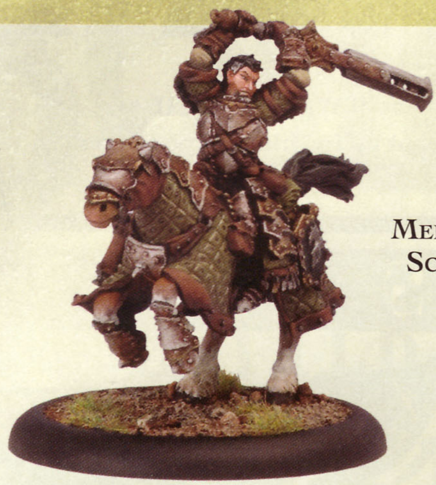
On March 15th and 16th, warjacks and warbeasts raged along the coast of Spain to determine the champion of the Spanish Nationals. Held at the Centre Civic Sant Jordi Ribera Baixa on the Prat de Llobregat in Barcelona, dozens of players hit the tables in this Steamroller event simply known as the "Scrap Tournament". To keep themselves entertained between rounds, the players took part in the "Warmalypiads", which tournament organizers David Reboso and Elisabeth Morales described as "four silly games utilizing WARMACHINE miniatures". Cygnar won the title of National Champion, with Agusti Sevilla claiming the prize. **¡Felicitaciones!**

Agusti Sevilla, Champion of Spain

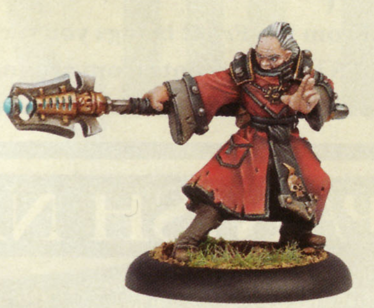
Spanish Nationals Champions

- Agusti Sevilla (Cygnar): Champion, best Cygnar and WARMACHINE player
- Sergio del Molino (Trollbloods): 2nd Place, best Trollbloods and HORDES player
- Mario Fernandez (Everblight): 3rd place, best Legion of Everblight player

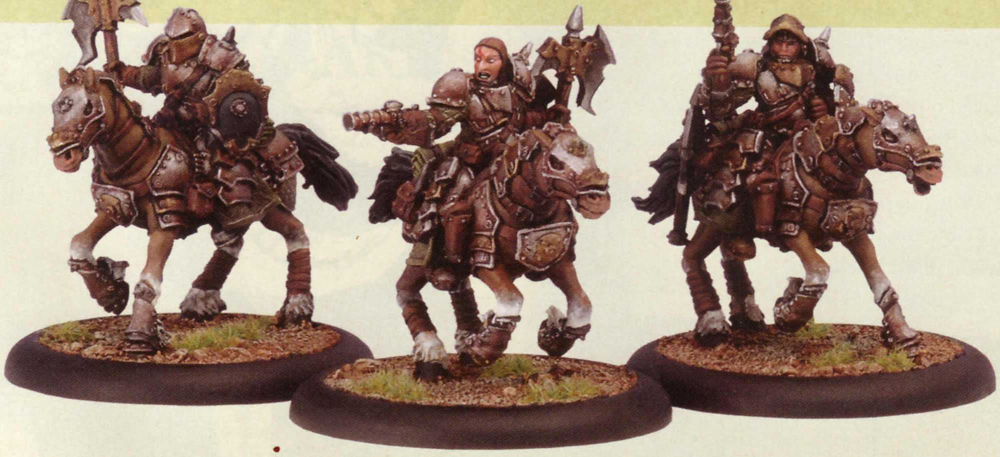
NEW RELEASES



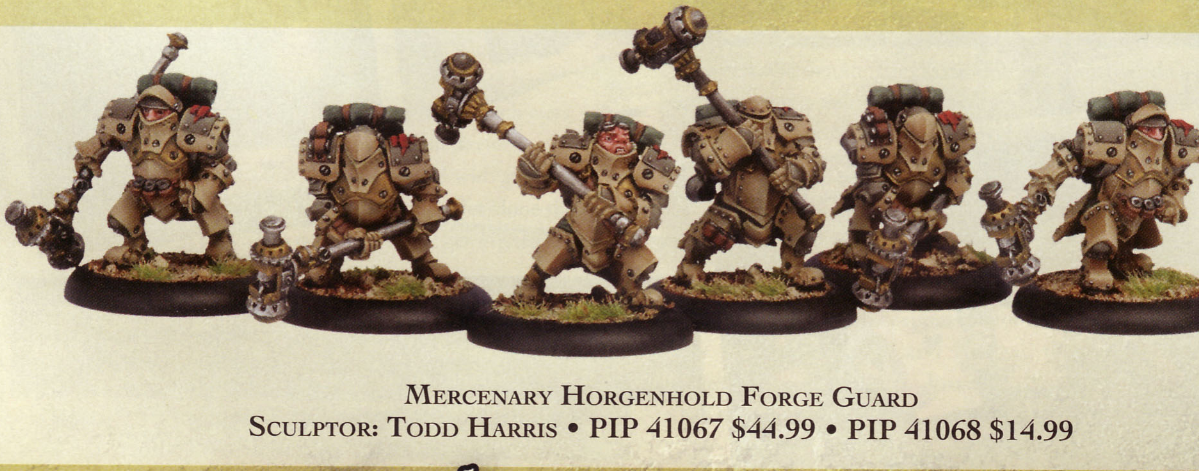
Mercenary Stannis Brocker
Sculptor: Steve Saunders
PIP 41064 • $19.99



Mercenary Orin Midwinter
Sculptor: Edgar Ramos
PIP 41069 • $9.99



Mercenary Steelhead Heavy Cavalry
Sculptor: Steve Saunders • PIP 41065 • $59.99 • PIP 41066 $19.99



Mercenary Horgenhold Forge Guard
Sculptor: Todd Harris • PIP 41067 $44.99 • PIP 41068 $14.99

NEW RELEASES

WARMACHINE
LEGENDS
STEAM-POWERED MINIATURES COMBAT

WARMACHINE: LEGENDS

WARMACHINE: LEGENDS BRINGS THE SAGA OF WARMACHINE TO AN EARTH-SHATTERING CLIMAX AND INTRODUCES EXCITING OPTIONS IN THE FORM OF NEW WARCASTERS, WARJACKS, UNITS, SOLOS, AND EPIC WARCASTERS. WHETHER YOU ARE EXPANDING YOUR ARMY OR STARTING A NEW ONE, THIS NEXT INSTALLMENT OF STEAM-POWERED MINIATURES COMBAT ENSURES THAT NO BATTLE WILL EVER BE THE SAME. THE LIMITED-EDITION HARDCOVER IS FOR THE MOST DIEHARD OF WARMACHINE FANS, AND CONTINUES TO BE A HIGHLY SOUGHT-AFTER COLLECTOR'S ITEM.

PIP 1015 • $34.99

***WARMACHINE: LEGENDS* SPECIAL EDITION HARDCOVER**

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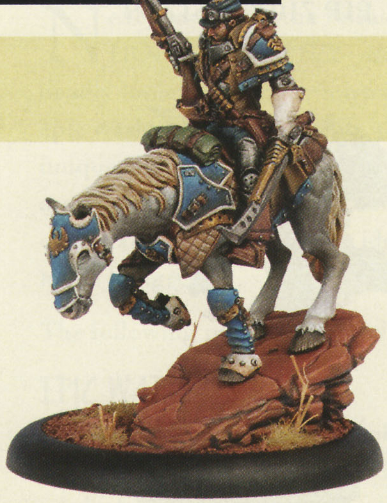
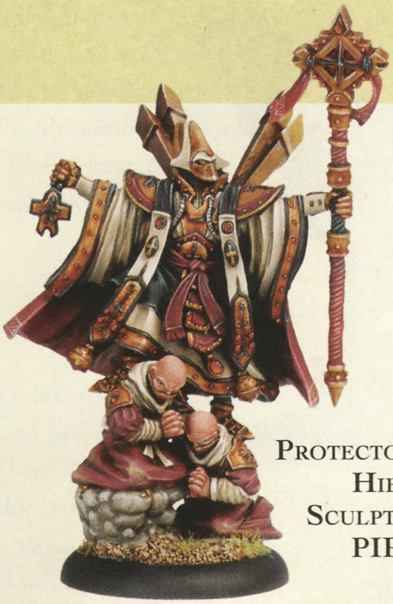
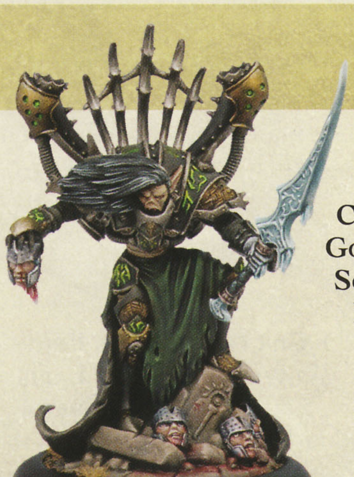


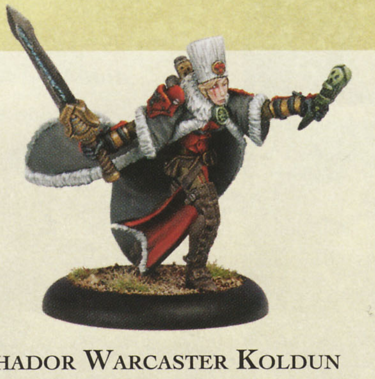
CYGNAR WARCASTER
CAPTAIN JEREMIAH KRAYE
SCULPTOR: STEVE SAUNDERS
PIP 31052 • $25.99



PROTECTORATE EPIC WARCASTER
HIERARCH SEVERIUS
SCULPTOR: BOBBY JACKSON
PIP 32049 • $21.99

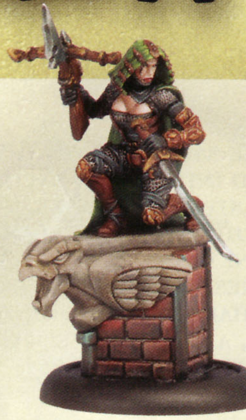


CRYX EPIC WARCASTER
GORESHADE THE CURSED
SCULPTOR: JEFF GRACE
PIP 34054 • $21.99

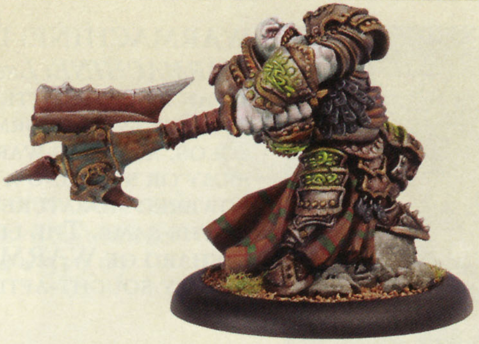


KHADOR WARCASTER KOLDUN
KOMMANDER ALEKSANDRA ZERKOVA
SCULPTOR: BOBBY JACKSON
PIP 33054 • $9.99

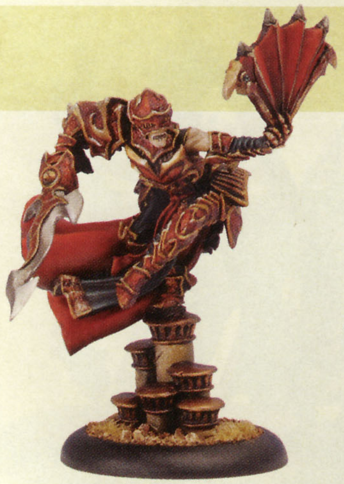
NEW RELEASES



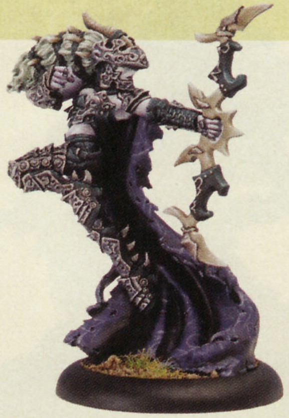
Mercenary Epic Eiryss,
Angel of Retribution Solo
Sculptor: Jeff Grace
PIP 41062 • $14.99



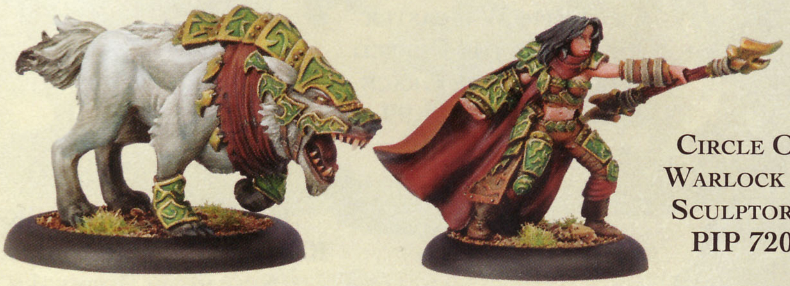
Trollblood Epic
Warlock Madrak
Sculptor: David Summers
PIP 71033 • $17.99



Skorne Epic
Warlock Morghoul
Sculptor: Werner Klocke
PIP 74034 • $16.99



Legion of Everblight
Epic Warlock Lylyth
Sculptor: Werner Klocke
PIP 73032 • $14.99



Circle Orboros Epic
Warlock Kaya & Laris
Sculptor: Jeff Grace
PIP 72032 • $24.99

EPIC PROPORTIONS

A Preview of *HORDES: Metamorphosis* Warlocks

By the ***Privateer Press Staff*** *· Art by* ***Andrea Uderzo*** *and* ***Kieran Yanner***

Next year marks the release of the second fully loaded expansion for HORDES. *HORDES: Metamorphosis* will deliver a bevy of versatile and deadly tools for each faction's arsenal. In addition to the unveiling of the first epic warlocks for HORDES, the book includes a new warlock for each faction, unique character warbeasts, character solos, dragoons, new warbeasts, and an assortment of other fearsome models. We like to keep players guessing, so not every faction will be getting identical morsels, but we promise no one will go home hungry.

The following pages preview the first epic warlocks for HORDES.

EPIC WARLOCKS

Epic warlocks are variations of warlock models with fresh abilities, strengths and weaknesses. Epic warlocks are not more powerful versions of the original warlocks, but instead reflect character growth and changes set about in major story arcs. Epic warlocks do not replace the original warlocks; they instead offer players the opportunity to play whichever version they prefer. These characters have adapted to the demands of war by adopting new tactics, weapons, and spells as necessary.

Because all versions of a warlock are considered the same character, a horde or team may include only one version of a warlock. Just as a player cannot field two Alten Ashley, Monster Hunter models in the same horde, he cannot field both Master Tormentor Morghoul and Lord Assassin Morghoul at the same time.

To reflect the nature of epic warlocks and their interaction with their horde as well as to preserve game balance, an epic warlock may not be included in games with an army point limit smaller than 750 points. Only one more epic warlock can be added to the army for each additional increment of 750 points.

ELITE CADRES

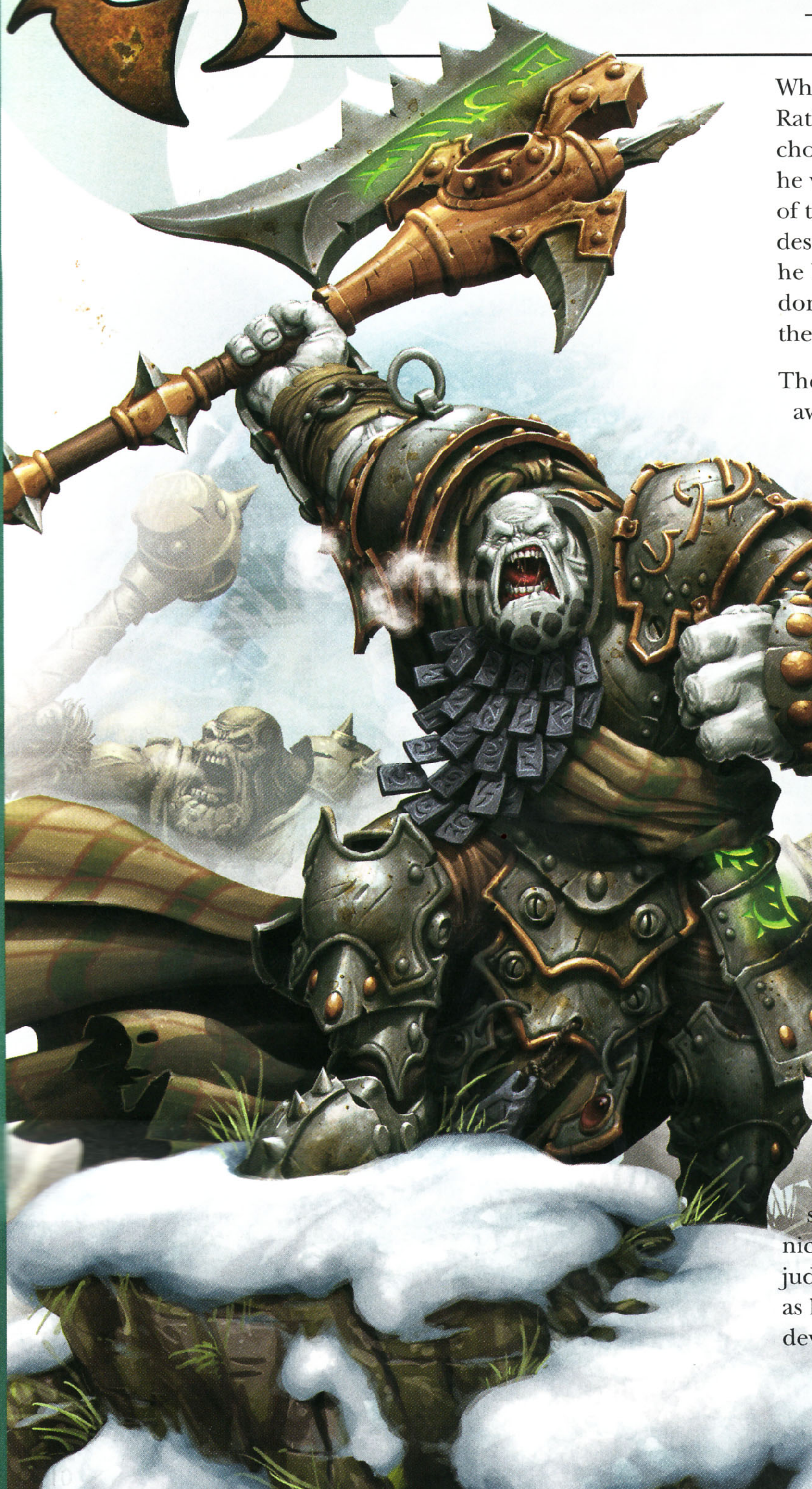
If an epic warlock possesses an Elite Cadre, all units of a particular type dictated by the warlock's special rules included in an army with the warlock gain the benefits of Elite Cadre. These models gain +1 MAT, RAT, and CMD and an additional ability determined by the particular warlock.

EPIC PROPORTIONS

A PREVIEW OF *HORDES: METAMORPHOSIS* WARLOCKS

MADRAK IRONHIDE, WORLD ENDER

> *He who lifts Grimmr's axe and lets it taste flesh will never set it down again. Its edge will sunder Caen to drown the land in an ocean of blood.*
>
> —Prophetic passage from the Wyrmwall Kriel Eddas



When Madrak Ironhide first grasped the ancient axe Rathrok in the defense of his kriels, he knew he had chosen a harsh path. His own demise was a sacrifice he was willing to make and he accepted the curse of this weapon rather than stand idly as enemies destroyed his people. It is only in recent months that he has come to understand the scope of what he has done. Increasingly, he fears the worst misgivings of the superstitious elders may be rooted in truth.

The spread of war and the taste of blood has fully awakened the ancient power of this axe. While it might bring victory, Madrak can no longer deny it also carries doom. Even as his followers shout his name and praise his strength and wisdom, others spread dark warnings. Many kriels are afraid of the storms lingering where Madrak passes. It is increasingly Madrak—not his axe—they call "World Ender".

USING MADRAK IRONHIDE, WORLD ENDER

Madrak Ironhide is a superlative war leader of the trollkin and his epic incarnation reflects this in a big way. He supports an aggressive, fast-paced army filled with trollkin and a few hand-picked trolls alongside them. To get the true World Ender experience, you will want to exploit his ability to squeeze the most out of his army, particularly Kriel Warriors.

Elite Cadre benefits are particularly significant on "grunt" models like Kriel Warriors, who really take advantage of the increase in stats and can be fielded in plentiful supply. +1 MAT puts these models at a much nicer spot on the attack probability curves, allowing judicious use of other stacked abilities without relying as heavily on combined melee attacks. Add in the devastating Caber Thrower weapon attachment, and the effects of solos like the Fell Caller and Stone Scribe Chronicler, and Kriel Warriors become versatile, deadly, and tenacious. Madrak's Killing Ground spell sends these units across rough terrain and thereby frees them up to benefit from the Fell Caller's War Cry instead of Open Road. With a little forethought, these low point-cost models can replicate or even exceed the performance of "elite" units while still being sacrificed at little cost.

With Madrak's Great Chief ability, he can mitigate the loss of unit leaders and make a rout considerably less likely for non-fearless units. Great Chief is particularly handy for units such as Trollkin Scattergunners and the Trollkin Long Riders, as he can personally issue the Slaughterfest and Bull Rush orders, respectively. While Madrak enjoys running with a lot of warriors, the clever tactician exploits the Warpath spell to gain additional movement for his warbeasts. Forethought in activation order allows Troll Impalers or other warbeasts to line up a previously unavailable angle of attack.

Madrak's Desperate Hour feat is one way he or models in his army can execute enemies they might otherwise have failed to kill during their activation. The most important thing about attacks provided by this feat is that they happen outside a model's activation. While this means such models do not gain benefits like Aiming, it sometimes allows a model to attack when it couldn't during its activation. For example, a model can run to get in range of an otherwise too distant target and then attack after Madrak uses Desperate Hour.

Madrak can enter the fray directly if need be, fighting shoulder-to-shoulder alongside his army. With Grim Salvation, enemies need to kill every warrior model within 1" of Madrak before they can expect to take him down. Trollblood players can make it harder to pick such a force apart by timing abilities like Stone Forged from the Kriel Warrior Standard Bearer. Combined with proximity to bodyguards such as the Troll Bouncer or the Earthborn Dire Troll, killing Madrak becomes no simple task.

Getting Madrak into melee allows the player to take advantage of Rathrok's Awakening. Blood tokens can provide just enough added mobility or extra attacks to deliver the crucial kill. Played with a mix of aggression and shrewd tactics, Madrak's army becomes a crushing tide. Enemies of the Trollbloods will learn why he is the World Ender.

MADRAK CMD 9

SPD	STR	MAT	RAT	DEF	ARM
6	8	8	6	14	17

Thrown Axe

RNG	ROF	AOE	POW
8	1	—	7

Rathrok

SPECIAL	POW	P+S
Multi	7	15

FURY	5
DAMAGE	18
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	74
BASE SIZE	MEDIUM

Feat: Desperate Hour

Friendly Trollblood models currently in Ironhide's control area may immediately make one normal melee attack against each enemy model in melee range or one normal ranged attack, regardless of a weapon's ROF. Affected models cannot make combined attacks when resolving attacks gained from this feat.

Ironhide

Elite Cadre - Kriel Warriors included in an army with Ironhide gain +1 MAT, RAT, and CMD and Kriel Warrior Hand Weapons gain Knock Back. Enemy models hit by a melee weapon with Knock Back may be pushed 1" directly away from the attacking model immediately after resolving the damage roll. The attacking model may then move up to 1".

Rathrok's Awakening - Ironhide gains a blood token each time he destroys a living enemy model with a melee or ranged attack. Ironhide can have up to three blood tokens at any time. During his activation, Ironhide may spend a blood token to move up to 1", make an additional attack, boost an attack roll, or boost a damage roll.

Tough - When Ironhide suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Ironhide is knocked down instead of being destroyed. If Ironhide is not destroyed, he is reduced to one wound.

Thrown Axe

Critical Fatality - On a critical hit, the warlock hit cannot transfer damage suffered from the attack.

Ricochet - After directly hitting a target with a Thrown Axe attack, Ironhide may immediately make one additional Thrown Axe ranged attack targeting another model in Ironhide's LOS and within 4" of the original target. The point of origin of this additional attack is the model hit by the original attack, but Madrak is still the attacker. Attacks gained from this ability cannot generate further additional attacks from this ability.

Thrown - Add Ironhide's current STR to the POW of his Thrown Axe attacks.

Wraith Bane - Thrown Axe attacks may damage models only affected by magic attacks. Ironhide may charge incorporeal models.

Rathrok

Critical Fatality - See above.

Grim Salvation - When Ironhide is damaged by an enemy melee or ranged attack, instead of suffering the damage and effects triggered by taking damage from the attack, remove one friendly Trollkin warrior model within 1" of Ironhide from play.

Wraith Bane - See above.

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Killing Ground	2	Self	CTRL	-		
Friendly Trollblood models currently in Ironhide's control area may charge and slam across rough terrain and obstacles without penalty. Affected warbeasts may charge or slam enemy models without being forced. Killing Ground lasts for one turn.						
Stone Fall	3	8	4	13		X
On a critical hit, models in the AOE suffer Concussion. A model suffering Concussion forfeits its next activation and cannot allocate focus for one round.						
Warpath	2	Self	CTRL	-	X	
While in Ironhide's control area, when a friendly Trollblood model destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack has been resolved, one friendly Trollblood warbeast in Ironhide's control area may move up to 3". A model may only move once per turn as a result of Warpath.						

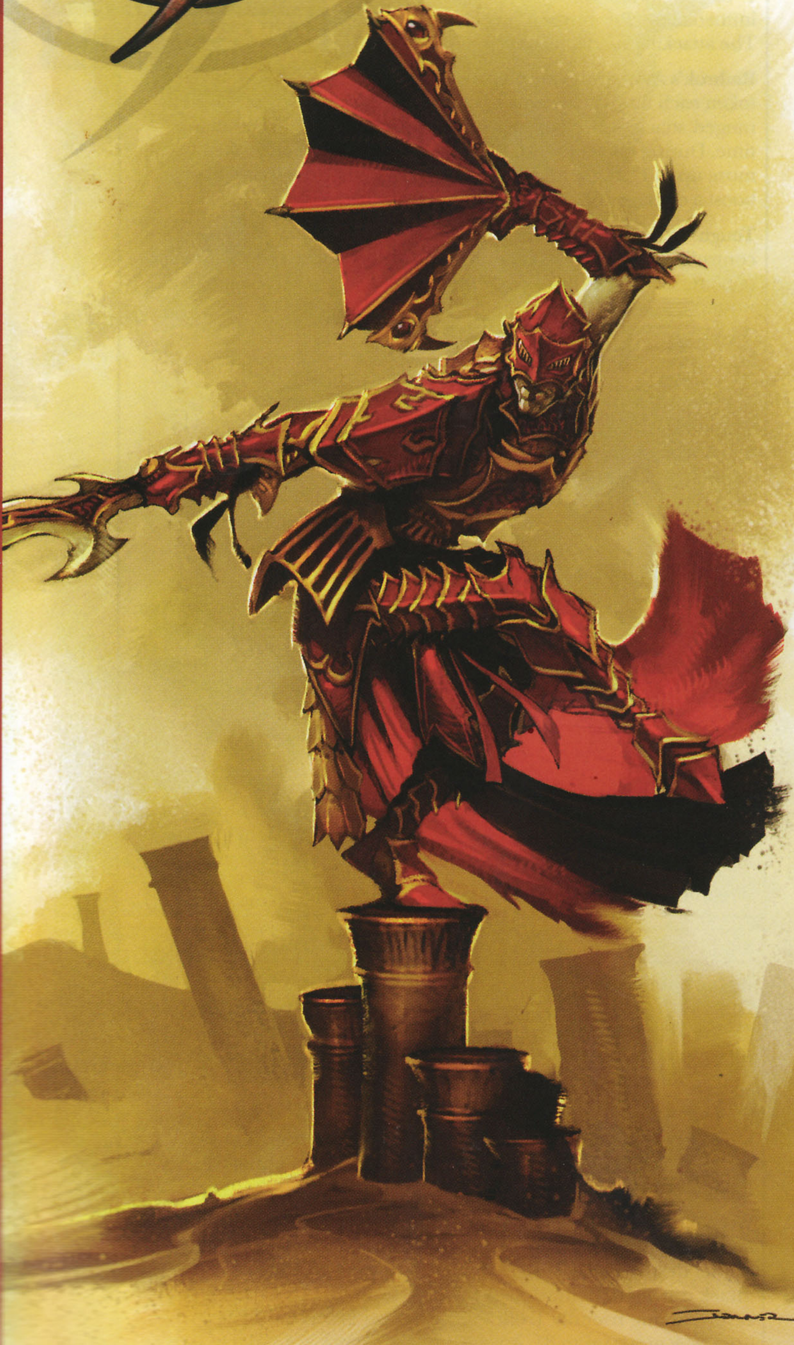
EPIC PROPORTIONS

A PREVIEW OF *HORDES: METAMORPHOSIS* WARLOCKS

Lord Assassin Morghoul

This world is not so vast that it could conceal the bones of my enemies. Instead I will pile them so high even their gods weep at the sight.

—Lord Assassin Morghoul



Morghoul has long operated in the shadows, but now he has stepped forward. He has spent years of devoted service to his sworn master, applying the arts of pain to rip answers from reluctant lips and then delivering to his victims their final end. When Morghoul learned the truth behind Vinter's plans to limit skorne advances in the west, he turned his back on old fidelities. It is not altruism or national pride that motivates him, but the opportunity to advance his private ambitions. He has abandoned the restraints duty once imposed on his actions and stands poised to bring terror and death to any who stand in his way.

Makeda believes Morghoul serves her now as once he served Vinter. She has offered him the singular and unprecedented liberty to take leadership of the entire paingiver caste of the Army of the Western Reaches. They have become a weapon in his hand. Any with the temerity to question this seemingly radical change in paingiver philosophy have died after excruciation by his hands. Morghoul stalks the ranks of Makeda's army enforcing absolute obedience and cares not whether the submission of his followers arises from fear or a deeper respect for his proven service. Morghul has yet to reveal whether Makeda can trust his loyalty or if he seeks only to profit from the opportunities bloodshed and war brings with them.

USING LORD ASSASSIN MORGHOUL

While Lylyth kills from a distance, Morghoul prefers to get up-close and personal. With a little practice, Skorne players learn that they can play swift and brutal with the Lord Assassin, taking the opponent off guard with his ability to penetrate their lines. If the enemy panics and starts to play reactively, they have already fallen into his trap.

Skorne Epic Warlock Character

Fan of Shadow is Morghoul's most flexible new power, offering significant abilities he can buy at the bargain of one fury point apiece. Entropy is great against both warcasters and warlocks—foes will feel naked and vulnerable when they cannot transfer, rely on Tough checks, or use focus for ARM. Shadowfall offers a number of versatile uses, including getting Morghoul in position for charges, pulling him back to a place of safety, or gaining extra striking range while slipping past an intervening wall of soldiers, 'jacks or beasts.

While it may be tempting to send Morghoul off to kill on his own, he achieves his objectives best by supporting his army during their advance. He can send his beasts against the heaviest armor elements of the enemy while he supports his infantry. Shadow Walker is a superlative support spell. If utilized on engaged ranged models, such as Venators, they can literally walk right through the models that had engaged them in order to shoot at the targets of their choice. Melee units can use the spell to cross rough terrain as well as to ignore intervening models and deliver the punishment to the real target.

Morghoul's Blackout feat is arguably even more powerful defensively than it is when used offensively. Timed properly, it can almost guarantee Morghoul a round of safety, particularly against tightly clustered enemy forces. Players who become accustomed to Morghoul's slippery nature finds they can leave him in situations other warlocks would consider suicide. He can blithely dive into the midst of an enemy army, use his feat to defang them, kill whatever targets he chooses, and sit tight to deliver the finishing stroke in the subsequent round.

Morghoul players with beast-heavy armies may find this feat worth expending even if Morghoul can't quite get his blade on the enemy 'lock, just to ensure hitting with Death Warrant. Casting this offensive spell is much easier against a target suffering -4 DEF and Death Warrant is worth using if the opportunity presents itself. It grants additional mobility and +2 to hit and damage versus its target for Morghoul and all his nearby warbeasts. Surging forward with Morghoul alongside Titans and Cyclopes against a target with Death Warrant quickly demonstrates why the spell has its name.

Feat: Blackout

Enemy models currently in Morghoul's LOS and control area suffer Blind for one round. Blind models cannot make ranged or magic attacks, suffer -4 MAT and DEF, cannot charge, run, or slam and must forfeit either movement or action during their next activation.

MORGHOUL					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
7	6	8	4	17	13

Mercy		
SPECIAL	POW	P+S
Dissection	5	11

FURY	5
DAMAGE	16
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	70
BASE SIZE	SMALL

Morghoul

Anatomical Precision - If Morghoul's melee damage roll fails to exceed a living target's model's ARM, the target automatically suffers one damage point.

Elite Cadre - Paingivers included in an army with Morghoul gain +1 MAT, RAT, and CMD and Perfect Balance.

Perfect Balance - Morghoul cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Perfect Balance negates back strike bonuses against Morghoul. When knocked down, Morghoul may stand up during his activation without forfeiting his movement or action.

Fan of Shadow

During his activation, Morghoul may spend one or more fury points touse one Fan of Shadows ability for each fury point spent. A Fan of Shadows ability lasts for one round. Each ability may only be used once per activation.

- **Entropy** - While in Morghoul's melee range, enemy models lose Tough, cannot transfer damage, cannot be forced to regenerate, and unspent focus points do not add to their ARM.
- **Shadowfall** - Place Morghoul anywhere completely within 4" of his current location. Morghoul cannot run in the same activation he uses Shadowfall.
- **Stealth** - Morghoul gains Stealth. All attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.

Mercy

Dissection - Damage exceeding a living or undead model's ARM is doubled.

<table>
<tr><th>SPELLS</th><th>Cost</th><th>RNG</th><th>AOE</th><th>POW</th><th>UP</th><th>OFF</th></tr>
<tr><td>Death Warrant</td><td>2</td><td>10</td><td>-</td><td>-</td><td>X</td><td>X</td></tr>
<tr><td colspan="7">Target enemy model/unit becomes Morghoul's prey. If Morghoul begins his normal movement within 10" of the prey, he gains +2" of movement that activation. Morghoul gains +2 to attack and damage rolls against the prey. If a friendly Skorne warbeast begins its normal movement within Morghoul's control area and within 10" of the prey, it gains +2" of movement that activation. While within Morghoul's control area, friendly Skorne warbeasts gain +2 to attack and damage rolls against the prey.</td></tr>
<tr><td>Flesh Hooks</td><td>2</td><td>10</td><td>-</td><td>12</td><td>X</td><td>X</td></tr>
<tr><td colspan="7">A non-warcaster/warlock model hit by Flesh Hooks cannot end its normal movement further from Morghoul than it began.</td></tr>
<tr><td>Shadow Walker</td><td>2</td><td>6</td><td>-</td><td>-</td><td></td><td></td></tr>
<tr><td colspan="7">Target friendly non-warlock Skorne model/unit may move through other models if it has enough movement to move completely past the models' bases, cannot be targeted by free strikes, and ignores intervening models when declaring a charge or slam. During its activation, an affected model ignores movement penalties from, and may charge and slam across, rough terrain and obstacles. Shadow Walker lasts for one turn.</td></tr>
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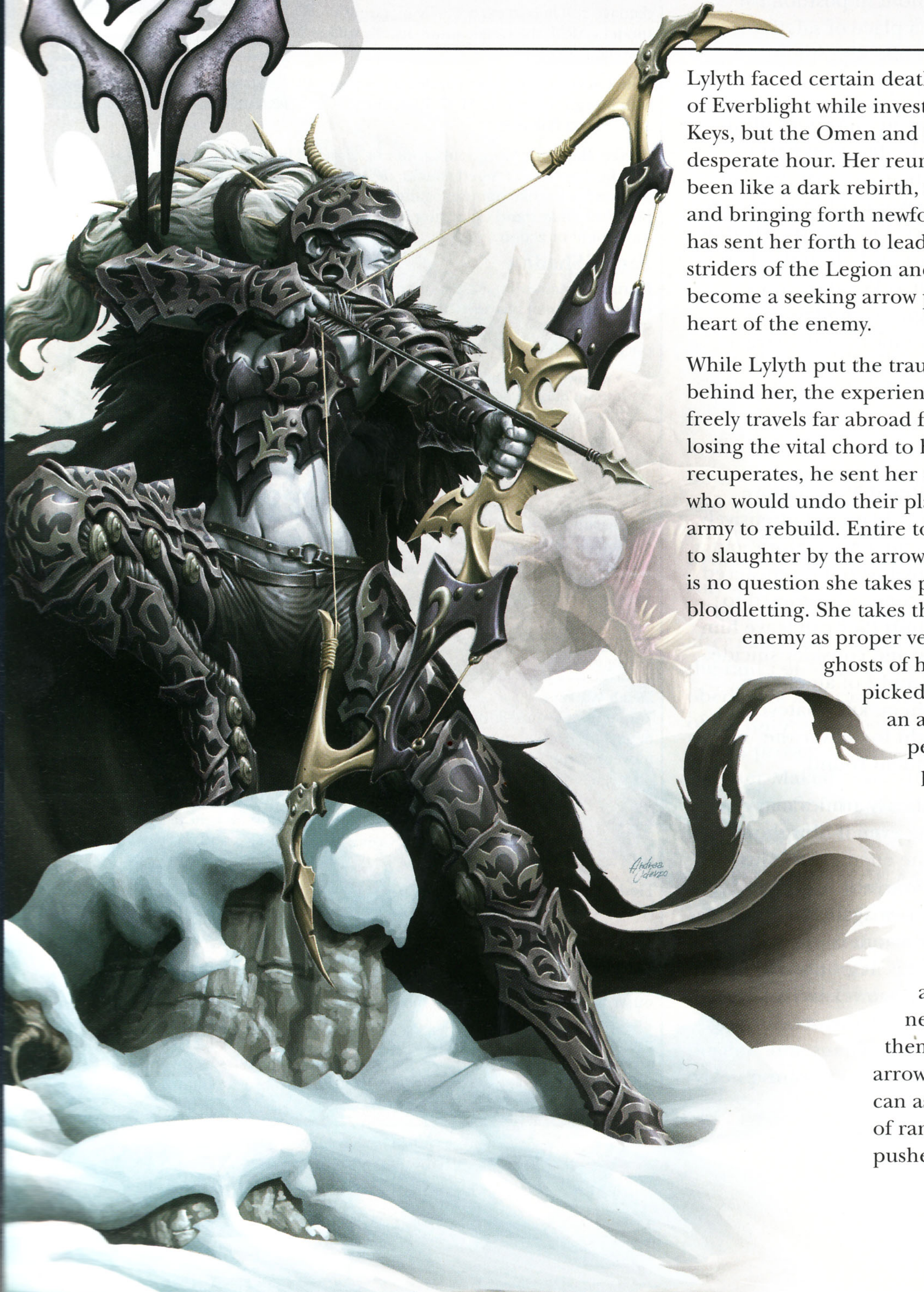
EPIC PROPORTIONS

A PREVIEW OF
HORDES: METAMORPHOSIS WARLOCKS

Lylyth, Shadow of Everblight

Where she strides, His shadow falls.
—THAGROSH



Lylyth faced certain death and the abandonment of Everblight while investigating the Castle of the Keys, but the Omen and Sigil saved her in that last desperate hour. Her reunion with the dragon has been like a dark rebirth, strengthening her resolve and bringing forth newfound power. Everblight has sent her forth to lead the blighted archers and striders of the Legion and at her side they have become a seeking arrow point shot deep into the heart of the enemy.

While Lylyth put the trauma of her brush with death behind her, the experience left its mark. Lylyth freely travels far abroad from her peers while never losing the vital chord to her master. While Thagrosh recuperates, he sent her to stalk and kill the enemies who would undo their plans, buying time for their army to rebuild. Entire towns and villages have fallen to slaughter by the arrows of her minions, and there is no question she takes perverse delight in such bloodletting. She takes the murder of each human enemy as proper vengeance to appease the ghosts of her past. Alongside her hand picked followers, she comprises an advanced strike element of peerless grace and deadly perfection.

USING LYLYTH, SHADOW OF EVERBLIGHT

Lylyth the Shadow of Everblight is an archer assassin. As soon as she gets near her enemy, she pierces them with a veritable swarm of arrows. The Legion of Everblight can assemble a fearsome army of ranged attackers, and Lylyth pushes them over the top.

Legion of Everblight Epic Warlock Character

While both original and epic Lylyth are consummate archers, her bag of tricks has changed in a number of significant respects. Thanks to Hunter, she can ignore trees, concealment and camouflage when targeting, but she still relies on beasts with true Eyeless Sight to deal with models relying on smoke, Stealth, or Invisibility. Rapid Shot potentially allows her to double her bow's ROF, providing four attacks in a single activation. This combines nicely with the Swift Hunter to let her move 2" each time she destroys an enemy model, thereby lining up new angles of fire. Game Hunter is a fantastic debilitative ability, effectively removing animi from use by both the affected enemy warbeast and the warlock.

It can be difficult to rely on offensive spells with most 5 FURY casters, but Arcane Archer eliminates this problem. This ability allows Lylyth to strike with Pin Cushion and Snare as easily as if she were firing her bow by utilizing her exceptional RAT instead of her FURY score. This works well because Pin Cushion is a brutal spell that she will want to use often, aiding Lylyth in addition to her elite cadre Striders, Seraphs, Blighted Archers, Scather Crews, and even the Carnivean's breath attack. Snare is more situational, but Lylyth can cast this spell to prevent a particularly nasty model from closing on soft and vulnerable units. Don't forget that as part of her Elite Cadre, Striders with Lylyth gain Hunter, allowing them to stalk enemies from the other side of forests as well as to easily pick off models normally relying on the woods to boost their DEF.

Getting the most of her Shadow Pack spell takes some practice, but it provides a pocket of Stealth for an entire cluster of models. Lylyth can cast this spell on herself or a model near to her to prevent ranged retaliation. She can instead choose to cast this on an advancing element, such as a Carnivean, thereby allowing other adjacent models (like an escorting pair of Seraphs or Nephilim) to cross the table without fear of direct fire. Area of effect spells can still be utilized against these models and players should avoid clustering lower ARM models to benefit from this spell when facing opponents with such tools at their disposal.

If timed properly, Lylyth's feat allows a tremendous hail of long-ranged firepower. Often this feat is useful enough just for Lylyth on her own, let alone her army. During the feat round, Lylyth can fire up to six times at a range of 16", meanwhile using initial kills to move (if necessary) into position for subsequent shots. Staying out of Lylyth's reach during her feat round is no simple task. If Lylyth gives up her movement to receive the aiming bonus, it still applies despite Swift Hunter since this is not normal movement. Effective RAT of 10 may seem overkill, but allows reliable hits on most models without boosting attack rolls, saving Fury points to boost damage instead.

Feat: Decimation

Increase the RNG of range weapons of friendly Legion model/unit currently in Lylyth's control area by 4". When a friendly Legion model/unit currently in Lylyth's control area directly hits one or more enemy models with an initial melee or ranged attack during its activation, immediately after that attack is resolved the affected model may make one additional attack with the same weapon without spending fury, being forced, and regardless of the weapon's ROF. Decimation lasts for one turn.

LYLYTH					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
7	4	5	8	16	14

Whisper

RNG	ROF	AOE	POW
12	2	—	12

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
VICTORY POINTS	5
POINT COST	70
BASE SIZE	SMALL

Lylyth

Arcane Archer - When making magic attacks, Lylyth may use her RAT instead of her FURY.

Elite Cadre - Striders included in an army with Lylyth, gain +1 MAT, RAT, CMD, and Hunter.

Evasive - Lylyth cannot be targeted by free strikes. When an enemy ranged attack misses Lylyth, immediately after the attack has been resolved she can move up to 2".

Game Hunter - When Lylyth damages a living warbeast with a ranged attack, that warbeast loses its animus and cannot be healed for one round.

Hunter - Lylyth's LOS is never blocked by forests. When making a ranged attack, Lylyth ignores Camouflage, concealment, and Prowl.

Pathfinder - During her activation, Lylyth ignores movement penalties from, and may charge across, rough terrain and obstacles.

Rapid Shot - When Lylyth hits an enemy model with a ranged attack during her activation, after this attack has been resolved she may make an additional ranged attack. Attacks gained from this ability cannot generate further additional attacks from this ability. Attack's gained from Rapid Shot do not count against a weapon's ROF.

Swift Hunter - When Lylyth destroys an enemy model with a ranged attack, immediately after the attack has been resolved she may move up to 2".

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Pin Cushion	2	10	-	-	X	X
When a friendly Legion model makes a ranged attack against target enemy model/unit, roll an additional die on attack and damage rolls. Discard the lowest die in each roll.						
Shadow Pack	2	6	-	-		
Target friendly Legion model gains Stealth. While in base-to-base contact with the affected model, friendly Legion models also gain Stealth. All attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model. Shadow Pack lasts for one round.						
Snare	2	10	-	10		X
A model damaged by Snare must forfeit its movement during its next activation. Snare lasts for one round.						

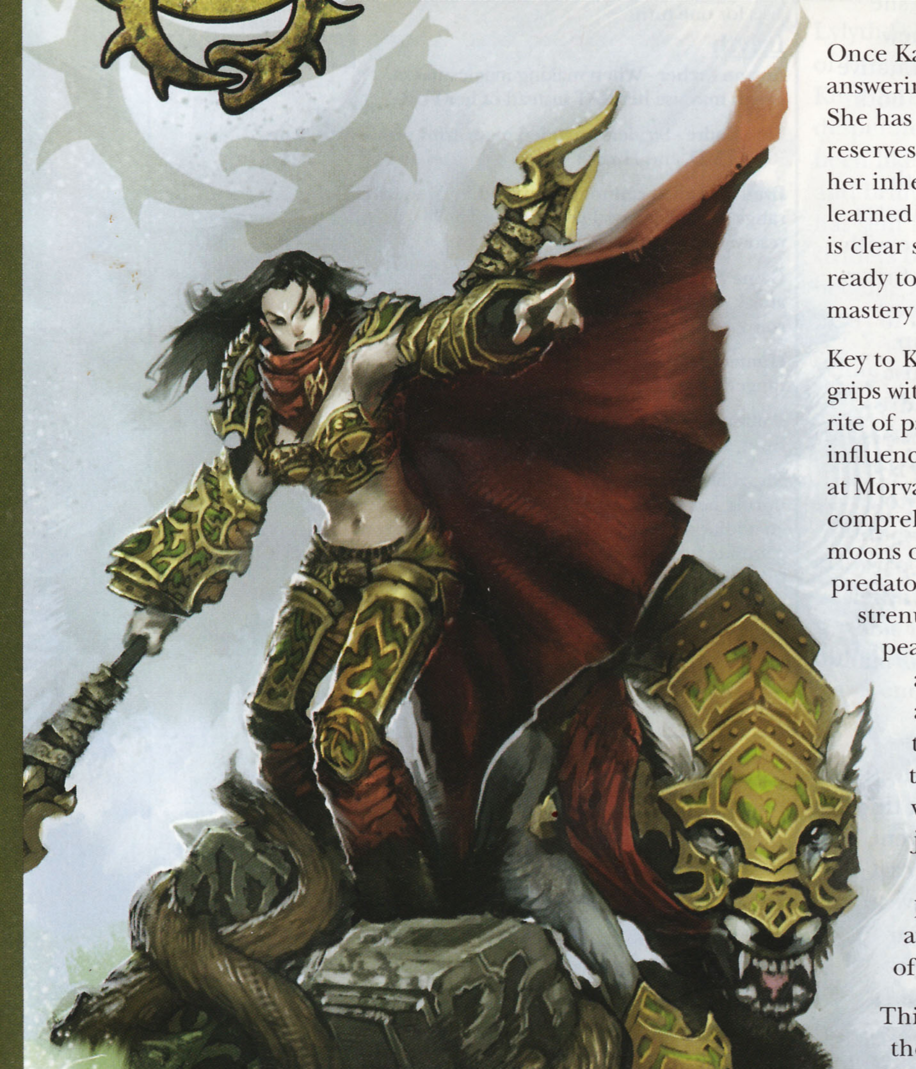
EPIC PROPORTIONS

A PREVIEW OF
HORDES: METAMORPHOSIS WARLOCKS

Kaya the Moonhunter & Laris

Her howling beasts are a quickening call summoning us to war. She is the huntress, with the moon her guide.

—Kund, Huntsman of the Wolves of Orboros



Once Kaya fought relying solely on her instincts, answering the imperatives of her inner wilding. She has transcended this, able to tap her youthful reserves while mastering rites and rituals to sharpen her inherent strength to a razor's edge. Kaya has learned much following Morvahna's tutelage, but it is clear she will exceed all expectations. She stands ready to carve her own path and prove her peerless mastery of beasts.

Key to Kaya's transformation has been coming to grips with the depths of her own power. A recent rite of passage allowed her to confront the celestial influences empowering the Circle Orboros. It was at Morvahna's suggestion that she first sought to comprehend the mystical forces exerted by the moons on the blood flowing through the veins of all predators. This rite involved the undertaking of a strenuous ordeal, climbing to one of the highest peaks in the Wyrmwall Mountains. She arrived at a forgotten sacrificial site to spill her blood on ancient stones while lightning crackled across the sky. A ghostly white wolf emerged from the wilds as if answering the call of her inner vision, starved and lean. Kaya immediately joined the wolf in a hunt through the mountain passes, like siblings of the same pack, thereby binding the creature to herself and discovering in this bond an amplification of her already formidable powers.

This wolf, named Laris after the second of the three moons orbiting Caen, has stayed at her side as her faithful companion. The ignorant masses call this moon baleful and wicked, associating it with storms and ill fortune. Laris has in fact proven to be a calming influence on the beasts accompanying Kaya into battle, serving as a bridge and mystical conduit between Kaya and her warpack. Even Morvahna has admitted surprise at the new capabilities demonstrated by this young overseer and her new companion, perhaps also made uneasy by Kaya's renewed independence. All the druids who observe the wolf see it as a confirmation of Kaya's singular destiny.

USING KAYA THE MOONHUNTER & LARIS

Kaya the Moonhunter and her beasts can cross the field as a stealthy pack, enclosing the enemy and ripping them apart. While Kaya can still play games of hide and seek before delivering the killing blow, she has new tools allowing for more aggressive play to exploit her offensive capabilities.

Kaya's new spell list includes two strong support spells to facilitate a bold advance. Mist Walker gives Kaya and her nearby beasts Stealth, which is a great boon for crossing the table and plunging into melee. When facing models that ignore Stealth, the DEF bonus granted by Forced Evolution on an already agile Warpwolf or Pureblood Warpwolf allows advancing such a beast at the fore of the army while evading many attacks. Not only does a Warpwolf with Forced Evolution benefit from DEF 16, damage output is also increased and gets even better with the Gorax's Primal animus.

Running such a beast as the point of an attack wedge allows other beasts and troops to fan out to both sides, in a flanking maneuver. Working to Kaya's further advantage in this regard is her Alpha ability, whereby she provides free running or charges to nearby warbeasts when they follow her example. This grants a substantial savings on fury across multiple beasts, allowing for more attacks or boosts.

The most dramatic element of Kaya's new incarnation is that her own personal light warbeast, a wolf named Laris. This warbeast plays into Kaya's attack force not only as an extra attacker and by generating fury, but acting as a bodyguard and assassination tool wrapped into a single ferocious package. In the early phases of a game, it is wise to be protective of Laris and to keep the beast near its master, since the capabilities it provides Kaya will make it a top priority target of the enemy. Once an opponent has accidentally let Laris slip inside his guard, he quickly learns the importance of preventing that from happening again. Fortunately, Kaya has the means to break holes for her wolf and follow on its heels by invoking its animus for a melee assault.

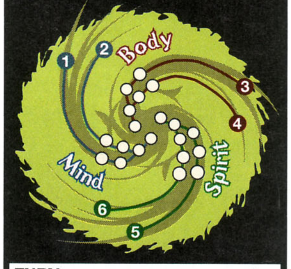
KAYA					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	16	14

Glimmer		
SPECIAL	POW	P+S
Multi	6	11

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
VICTORY POINT	5
POINT COST	94
BASE SIZE	SMALL

LARIS					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
7	8	6	1	15	14

Jaw		
SPECIAL	POW	P+S
–	4	12



FURY	3
THRESHOLD	10
FIELD ALLOWANCE	C
VICTORY POINTS	2
POINT COST	0
BASE SIZE	MEDIUM

Feat: Call of the Hunt

Friendly Circle warbeasts currently in Kaya's control area gain The Calling. Kaya can force a model with The Calling even if it is outside of her control area. At the end of an affected warbeast's activation, it may be placed anywhere within 3" of Kaya. There must be room for the model's base in its new location. The Calling lasts for one turn.

Kaya

Against the Odds - When Kaya makes a melee attack, she gains +1 to her melee attack and damage rolls for each enemy model after the first that she is in melee with when the attack is declared. This bonus lasts for the attack.

Alpha - When Kaya runs, friendly living Circle warbeasts with LOS to her when she ends her normal movement may run without being forced this turn. When Kaya charges, friendly living Circle warbeasts with LOS to her when she ends her normal movement may charge or slam without being forced this turn.

Calm - Friendly Circle warbeasts in Kaya's control area make threshold checks at +1 THR.

Pathfinder - During her activation, Kaya ignores movement penalties from, and may charge across, rough terrain and obstacles.

Sympathetic Transference - Kaya may transfer damage to a friendly living Circle warbeast even if the warbeast has a number of fury points equal to its FURY.

Glimmer

Rapid Strike - When Kaya hits an enemy model with a Glimmer attack during her activation, she may make an additional Glimmer attack. Attacks gained from this ability cannot generate further additional attacks from this ability.

Reach - 2" melee range.

Laris

All Terrain - During Laris' activation, Laris ignores movement penalties from, and may charge and slam across, rough terrain and obstacles.

Companion - Laris is included in any horde that also includes Kaya the Moonhunter. Laris cannot be included in a horde that does not include Kaya the Moonhunter. If Kaya the Moonhunter is destroyed or removed from play, remove Laris from play.

Guard Dog - While Laris is within 3" of Kaya and not stationary, Kaya cannot be targeted by free strikes, gains +2 DEF against melee attacks, and models attacking Kaya do not gain back strikes bonuses.

Mystic Bond - While Laris is in Kaya's control area, Kaya may measure her spells' ranges from Laris rather than from herself. Kaya must have LOS to her target. All modifiers are based on Kaya's LOS.

Scent - Laris may ignore LOS when declaring a charge or slam.

Spirit Bond - Laris is bonded to Kaya. Laris never attacks Kaya. When Laris frenzies, it never selects Kaya to attack. Other models cannot use Laris' animus, force, heal, transfer damage to, or leach or reave fury from Laris.

Wolf Shepherd - While Laris is in Kaya's control area, friendly living Circle warbeasts within 6" of Laris may be forced, leached, reaved, healed and transferred damage by Kaya.

ANIMUS ON FOLLOWING PAGE

EPIC PROPORTIONS

A PREVIEW OF *HORDES: METAMORPHOSIS* WARLOCKS

KAYA'S SPELLS	Cost	RNG	AOE	POW	UP	OFF
Dog Pile	2	10	-	-	X	X
Friendly Circle warbeasts may charge or slam target enemy model at SPD +5" without being forced and regardless of LOS. When a friendly Circle warbeast charges or slams the affected model, it may move across rough terrain and obstacles without penalty.						
Forced Evolution	2	6	-	-	X	
Target friendly living Circle warbeast gains +2 STR and DEF.						
Mist Walker	3	Self	CTRL	-		
Kaya and friendly Circle warbeasts currently in her control area gain Stealth for one round. All attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model.						
Muzzle	2	10	-	12		X
An enemy warbeast damaged by Muzzle cannot end its normal movement closer to Kaya than it began. Muzzle lasts for one round.						

LARIS' ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Spirit Shift	2	Self	-	-		
When Laris uses this animus, immediately place it within 2" of Kaya. When Kaya uses this animus, immediately place her within 2" of Laris. There must be room for the placed model's base in the new location. A model cannot move after being placed as a result of this animus.						

Thanks to Guard Dog, Kaya achieves DEF 18 in melee so long as Laris is within 3". Do not be afraid to put Kaya in occasional peril when facing a melee-focused army. Just be aware of and prepared for the usual tricks to thwart high DEF, such as combined attacks and knockdown. In addition to the wolf's regular attack, Laris extends the range of Kaya's spells and allows her to force beasts from further away. Most importantly, Laris serves as a delivery vehicle for Kaya herself to teleport into battle thanks to Laris' Spirit Shift animus. Rapid Strike provides two-for-one attacks while Against the Odds elevates Kaya's MAT and P+S if there are extra enemy models in reach.

Kaya's can use the Call of the Hunt feat to deliver an overwhelming attack sequence without leaving herself or her beasts out to dry. Don't hesitate to use this feat early rather than wasting its potential. Kaya can send Laris forward to position for casting Dog Pile on a key target before unleashing Call of the Hunt. At this point, her beasts can rampage forward to attack the chosen target even if it takes them out of her control area. The feat allows such beasts to still be forced for attacks and boosts. Once the beasts tear their enemies apart, each can be teleported back. Depending on the lay of the board, it is often a good idea to leave one or two fury-laden beasts in the enemy's midst, while returning the others to block Kaya from harm or to prepare for the next assault.

FULL METAL CHALLENGE:
WEATHER THE STORM

by Brian Putnam

What You'll Need:

Protectorate of Menoth
Testament of Menoth
Devout
Guardian

Privateers
Captain Phinneus Shae
Freebooter
4 Sea Dog Crew
First Mate Hawk

The Challenge:

Both armies have taken heavy casualties, but the Testament of Menoth has pulled back and set up in a well-defended area, hoping to weather the storm. The Protectorate may be low on the model count, but its warjacks are in good health, ready to wreak havoc next turn.

Your task is to bypass or blast through the Testament of Menoth's Soulstorm, armor, and the warjacks guarding him to win the scenario for the Privateers.

Setup:

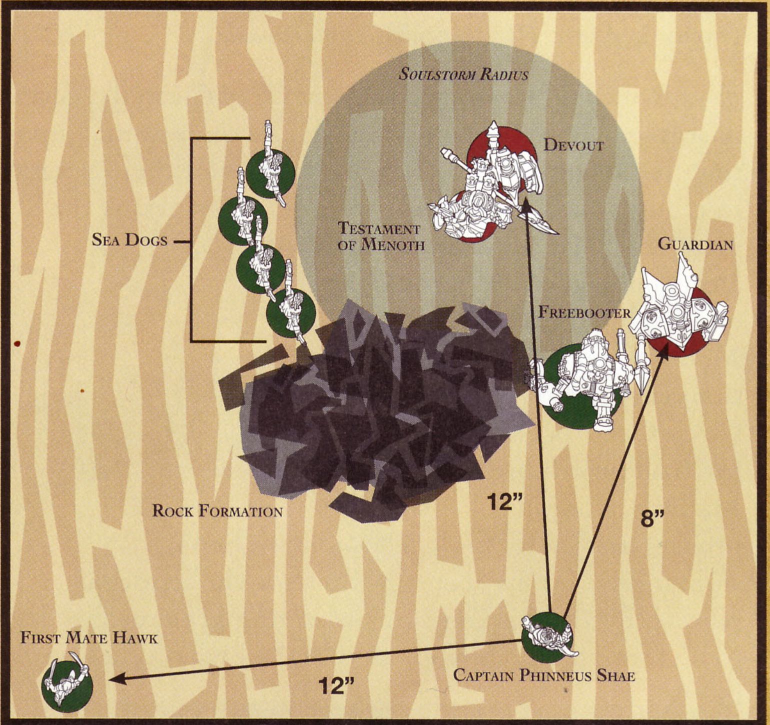
The Testament started last turn with nine focus points due to Protectorate casualties and currently has ten damage boxes remaining. After upkeeping Soulstorm on himself, giving one focus to the Devout for Spell Barrier, and finishing off Bloody Bradigan with Dust To Dust, the Testament still has two focus held for armor. Both warcasters have already used their feats.

The Testament has taken cover behind the rock formation with his Devout and positioned himself with the four remaining Sea Dogs just outside of Soulstorm's 4" range, which guarantees their death if they move to attack him in melee. They could just shoot him, but a couple of POW 10 ranged attacks will not defeat the Testament's current ARM 18, plus the Devout stands ready to protect him from ranged attacks with Shield Guard. The Sea Dogs are quite capable of destroying the Testament in melee with the support of First Mate Hawk's Object Of Desire, but they would need some way of bypassing Soulstorm.

The Freebooter took a severe beating from the Guardian last turn that took off both of its arms (columns 1, 2, and 6 are gone, and column 5 has four damage points in it), leaving its damage potential against the Testament, or anything else for that matter, looking quite low. Hawk dispatched a Seneschal last turn, which unfortunately left her out of position to directly influence the battle this turn.

The Devout has used Spell Barrier on the Testament—so Shae cannot cast Blow The Man Down on him—and the 'jack stands ready to Defensive Strike any model that approaches the Testament. If the Freebooter moved to attack the Testament, it would take a free strike from the Guardian and a Defensive Strike from the Devout—a sure way of turning it into a wreck.

The wind may seem to have fallen from the Privateers' sails, but keep movement in mind, carry a trick or two up your sleeve, and you can send the Testament on a trip back to Urcaen!



Our Solution:

The Sea Dogs look like the only thing that can put the needed damage on the Testament, but they have to get past Soulstorm first.

The key is that models take the automatic damage from Soulstorm if they enter the area, but not if the area moves over them. In that case they won't take the damage until the end of their activations, so the Privateers somehow need to move the Testament towards the Sea Dogs.

Enter that power attack that many pass by: push. Even with its arm systems disabled, a warjack can still push. Even better, the Freebooter gets +2 STR on power attacks thanks to Brawler, so what would normally be a strength test between the Testament's STR 7 against the Freebooter's STR 10 (good odds, but not great), becomes STR 7 versus STR 12, a guaranteed win for the Freebooter.

Have Shae allocate one focus to the Freebooter and keep the rest for himself. Shae charges the Guardian, buys one additional attack and uses Beat Back twice to push the Guardian away from the Freebooter. Cast Blow The Man Down on the Devout—boosting the attack roll to make sure—to knock it down and thwart its Defensive Strike. The Freebooter now moves into melee with the Testament and makes a push power attack to move the Testament 1" towards the Sea Dogs.

Run Hawk into position to include the Testament in her command range and give the Sea Dogs the benefits of Object of Desire. The Sea Dogs then charge the Testament. They will need to roll a bit above average to hit him, but their attacks should end this Menite menace.

A Privateer Press Staff HORDES Battle Report

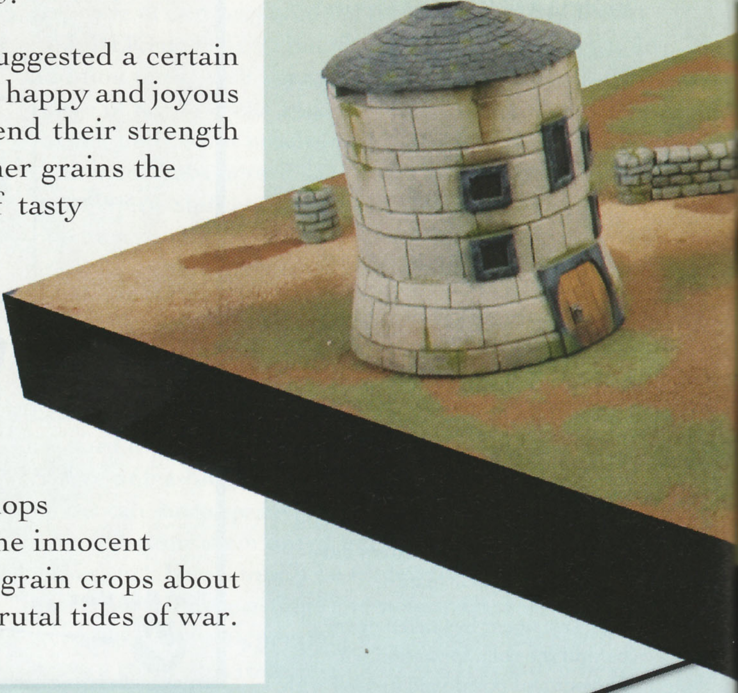
BLOOD HARVEST

No Quarter Battle Reports put you in the thick of the fight. Get inside the head of each player, learn their tactics and strategies, and see their mistakes and brilliant epiphanies.

by **Kevin Clark** and **Douglas Seacat** · Art by **Andrea Uderzo**, **Chris Walton,** and **Kieran Yanner**

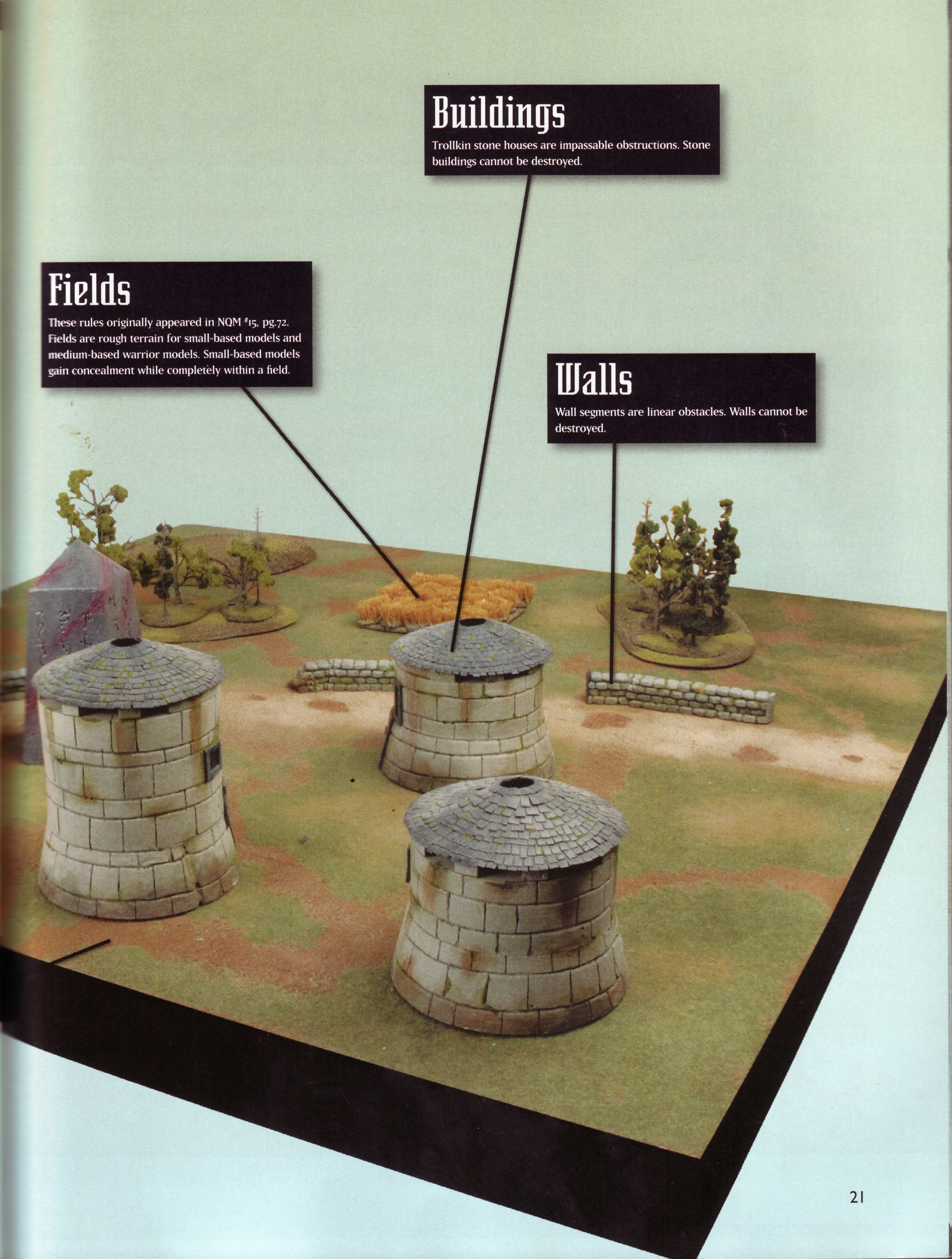
For this issue's battle report, we decided to forego a scenario and go for a good ol' fashioned, kill-the-warlock beat-down. We wanted to show off the new epic warlocks, in this case throwing the Circle Orboros (played by Doug Seacat) against the Trollbloods (played by Kevin Clark). See "Epic Proportions", page 9 for more of the back-story and statistics for these epic warlocks from *HORDES: Metamorphosis*.

Even without a scenario, the terrain suggested a certain narrative. Harvest season is normally a happy and joyous time for trollkin kriels, when Axers lend their strength to reap fields for various hops and other grains the villagers brew into an assortment of tasty ales and lagers. A rampaging band of interlopers lead by Kaya the Moonhunter is about to interrupt this year's festivities, however. The Circle Orboros clearly has no respect for trollkin traditions! Fortunately, Madrak Ironhide, World Ender, is present to fight for his kriels and their hops rights. As often happens in war, it is the innocent who suffer; in this case, unsuspecting grain crops about to be trampled underfoot amidst the brutal tides of war.



Terrain

As the fight occurred at the edge of a trollkin village, the terrain for this battle report stayed pretty straight forward, although the walls, fields, and large buildings made things interesting.



Buildings

Trollkin stone houses are impassable obstructions. Stone buildings cannot be destroyed.

Fields

These rules originally appeared in NQM #15, pg.72. Fields are rough terrain for small-based models and medium-based warrior models. Small-based models gain concealment while completely within a field.

Walls

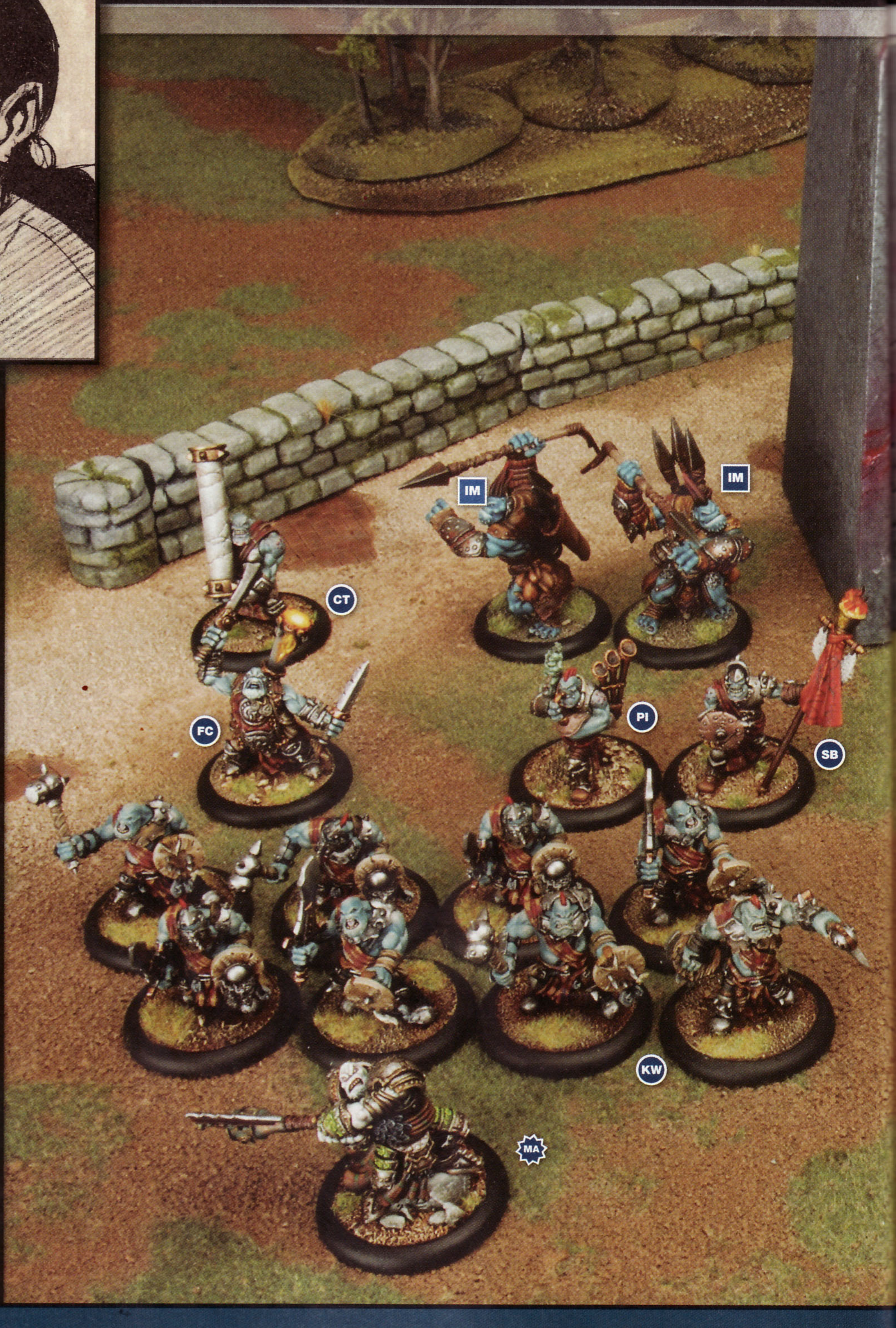
Wall segments are linear obstacles. Walls cannot be destroyed.

TROLLBLOODS

Kevin Clark

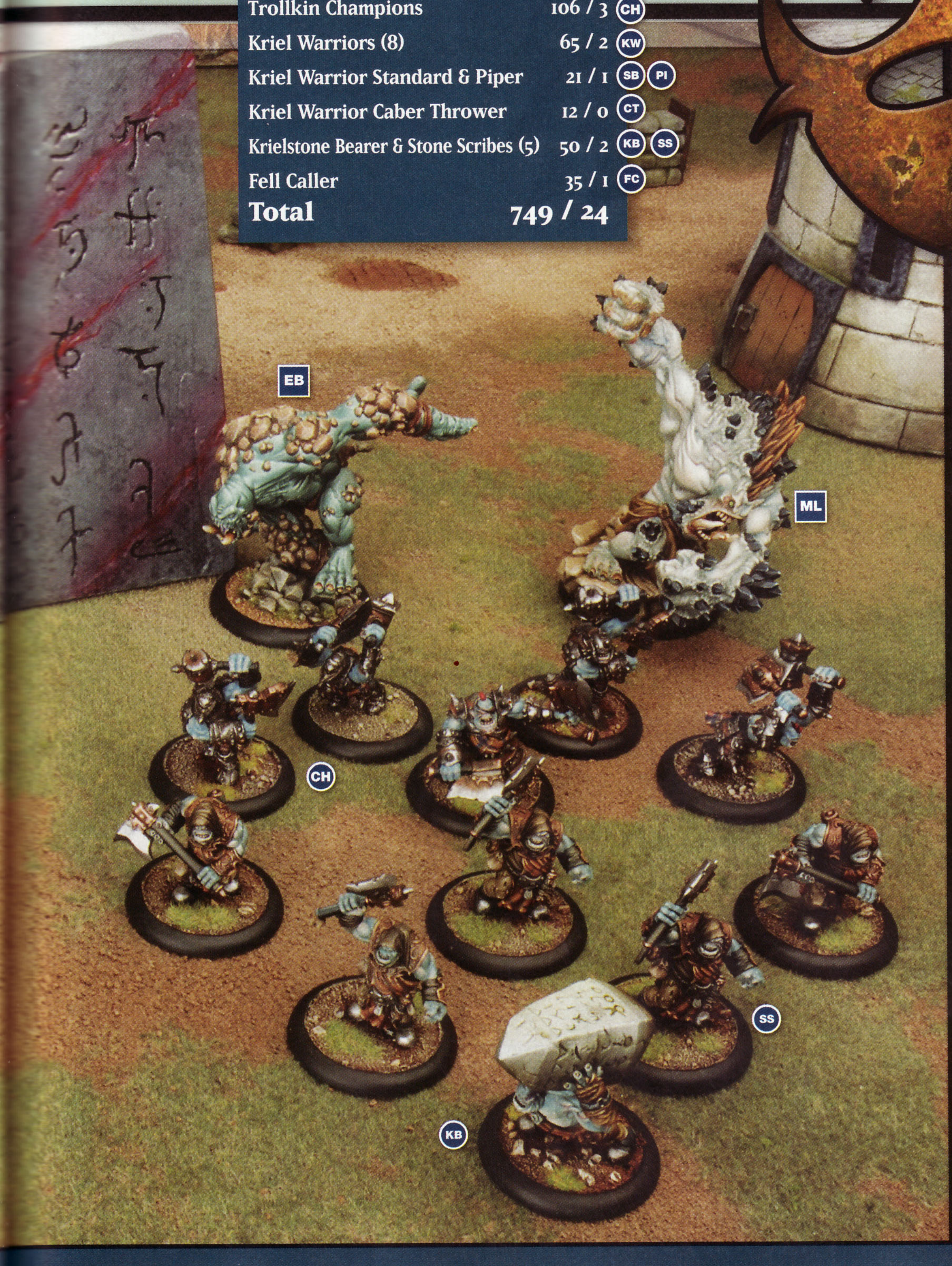
Kevin's Troop Selection

I set out to build a good, solid, and balanced epic Madrak list. For the warbeasts, I went with two Dire Trolls (Mauler, Earthborn) for their strong melee beat-down potential and resilience. I brought two Troll Impalers both because I love them and to add some ranged attacks to my list. Also, Madrak is scary with a 12" range, so I like to give it to him when I can. For troops, I included Kriel Warriors for their "speed bump" effect and to feed Madrak's Grim Salvation, and I threw in Champions for what Champions do. A Krielstone Bearer and a Fell Caller came along for support.



Kevin's Troll Army

Model/Unit	Points/VP	
Madrak Ironhide, World Ender	74 / 5	MA
Earthborn Dire Troll	125 / 3	EB
Dire Troll Mauler	111 / 3	ML
Troll Impaler x2	150/ 2 ea.	IM IM
Trollkin Champions	106 / 3	CH
Kriel Warriors (8)	65 / 2	KW
Kriel Warrior Standard & Piper	21 / 1	SB PI
Kriel Warrior Caber Thrower	12 / 0	CT
Krielstone Bearer & Stone Scribes (5)	50 / 2	KB SS
Fell Caller	35 / 1	FC
Total	**749 / 24**	



Circle Orboros

Doug Seacat

WW
PW
FG
GU
WD
AA
LA
KA

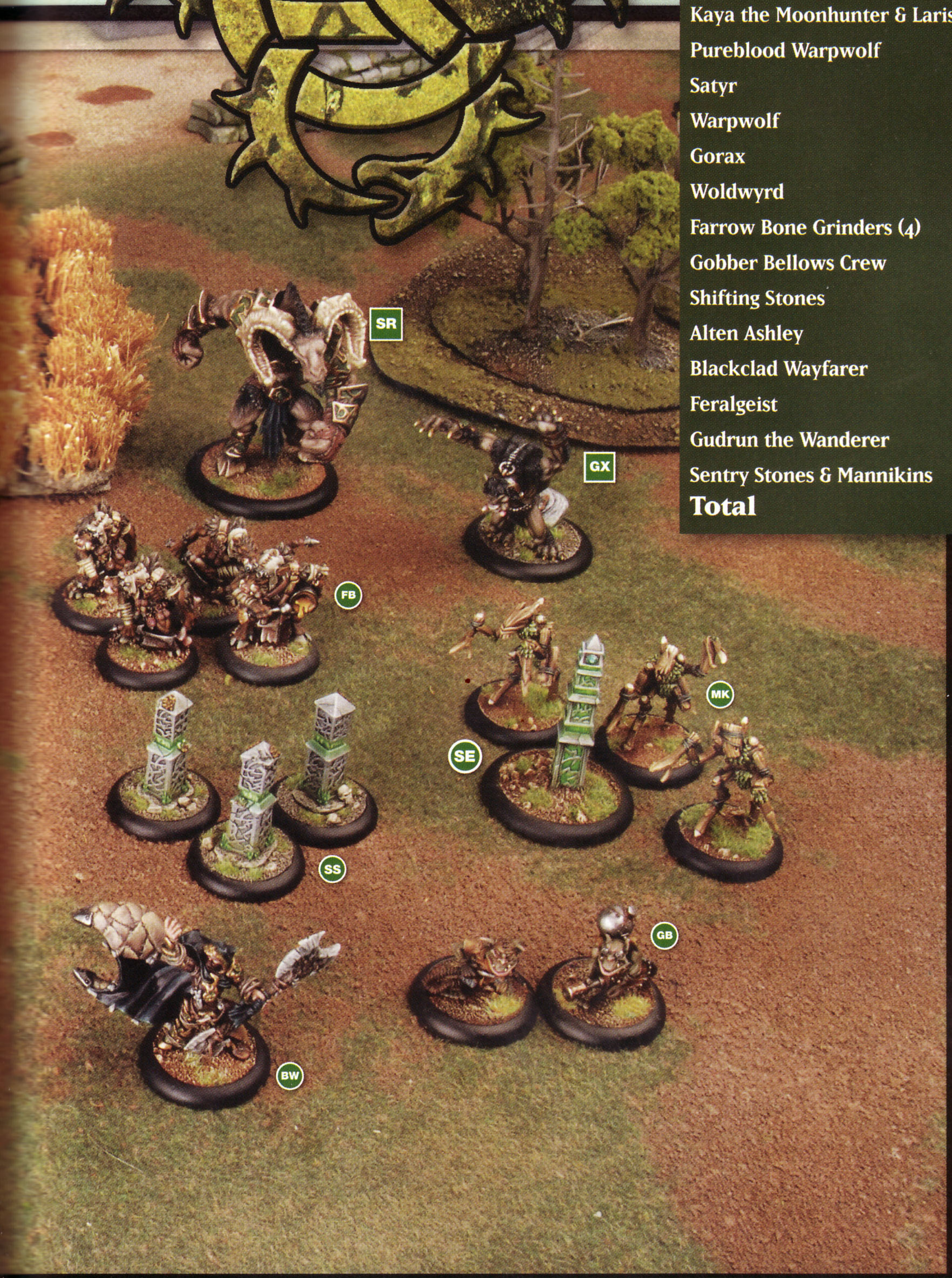
Doug's Troop Selection

The release of *Evolution* allowed so many tasty warbeast options that it's hard to choose. I decided to indulge in a beast-heavy horde, even knowing that it might provoke fury overload. My heavy warbeast core consisted of a Pureblood and Warpwolf paired up alongside a stout Satyr. I brought the Gorax and Woldwyrd primarily for their respective animi but also as backup transfer options.

I usually play with at least one unit even when running a lot of beasts. I often sacrifice the unit as a diversion while advancing into position. For this game, I decided to rely on solos for that purpose. My advance deployment force included Shifting Stones, a Sentry Stone, Gudrun the Wanderer, and Alten Ashley. Bone Grinders were included to give Kaya extra range for Dog Pile or Muzzle, and I was eager to exploit Harness Spirit to boost Kaya's strength. To finish up, my horde included "dead beast insurance" via the Bone Grinders (for lost animi) and a Feralgeist.

Doug's Circle Army

Model/Unit	Points/VP	
Kaya the Moonhunter & Laris	94 / 5	KA LA
Pureblood Warpwolf	124 / 3	PW
Satyr	105 / 3	SR
Warpwolf	108 / 3	WW
Gorax	57 / 2	GX
Woldwyrd	53 / 2	WD
Farrow Bone Grinders (4)	30 / 2	FB
Gobber Bellows Crew	15 / 1	GB
Shifting Stones	21 / 2	SS
Alten Ashley	32 / 1	AA
Blackclad Wayfarer	26 / 1	BW
Feralgeist	20 / 1	FG
Gudrun the Wanderer	37 / 1	GU
Sentry Stones & Mannikins	25 / 1	SE MK
Total	**747 / 28**	



TROLLBLOODS

Kevin Clark

Trollblood Deployment

Looking at the table, I decided to stay away from my right flank, as I thought Doug might get stuck in those trees – I have found that Circle players tend to stick to trees and I like to use this against them. I planned to make Doug play the attrition game. Epic Kaya possesses some scary strike range and can be a monster in melee. I wanted to rapidly chew up the rest of her army in hopes of reducing that scariness and making her easier to take out.

I focused on the center of my deployment area, with a mass of Kriel Warriors and Trollkin Champions on the right and my warbeasts to the left. Either way, Doug would have to wade through a serious wave of big blue trolls to get close to Madrak. Beyond serving as a fury battery, the Krielstone Bearer and Stone Scribes would also provide the World Ender with some bodyguard capabilities, especially because so many of Doug's models can either move like crazy or teleport around the board.

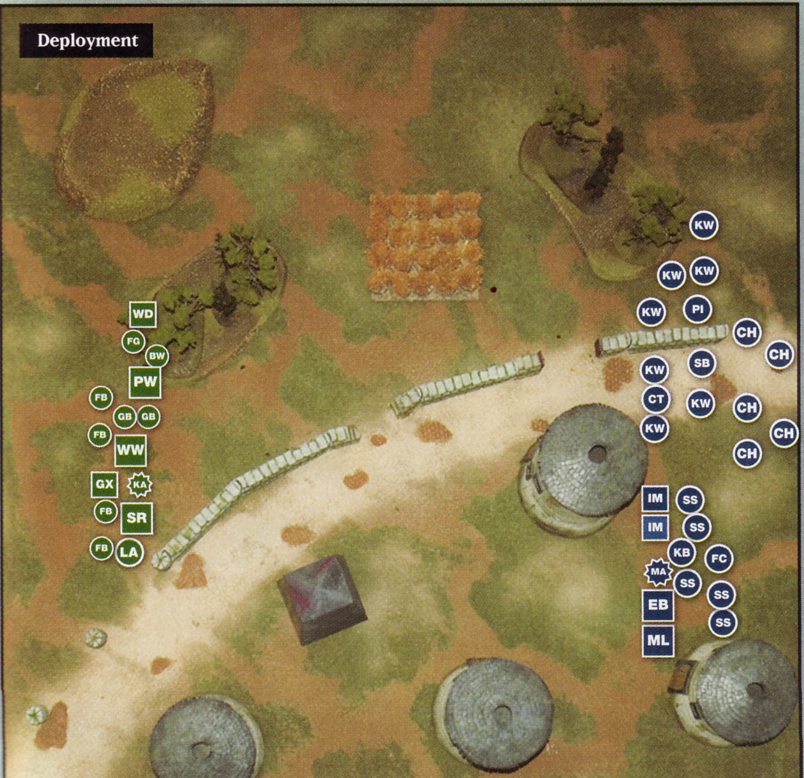
Circle Orboros

Doug Seacat

Circle Orboros Deployment

I felt no inspiration for a clever deployment strategy. It looked like I wouldn't get to use the existing forests or the field to any great advantage. I decided to ignore that crutch and planned to advance toward the center. Those impassable buildings and the hiding Troll Impalers worried me, but there wasn't much to do about that yet. I could immediately see how the wall extending along the center of the table could be a potential help and a hindrance to both of us.

Over the course of many games, I've learned respect for Troll Impalers, but Kevin's Caber Thrower worried me even more. My horde has tools to deal with ranged attacks, but the Caber is almost impossible to avoid since it's a melee attack. It becomes even more dangerous with Madrak thanks to the Elite Cadre benefits he gives Kriel Warriors. Frankly, I was relieved he didn't bring more Kriel Warriors and more Caber Throwers.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TROLLBLOODS

Kevin Clark

Trollblood Advance Deployment

Advanced deployment is for those who bring it. I didn't.

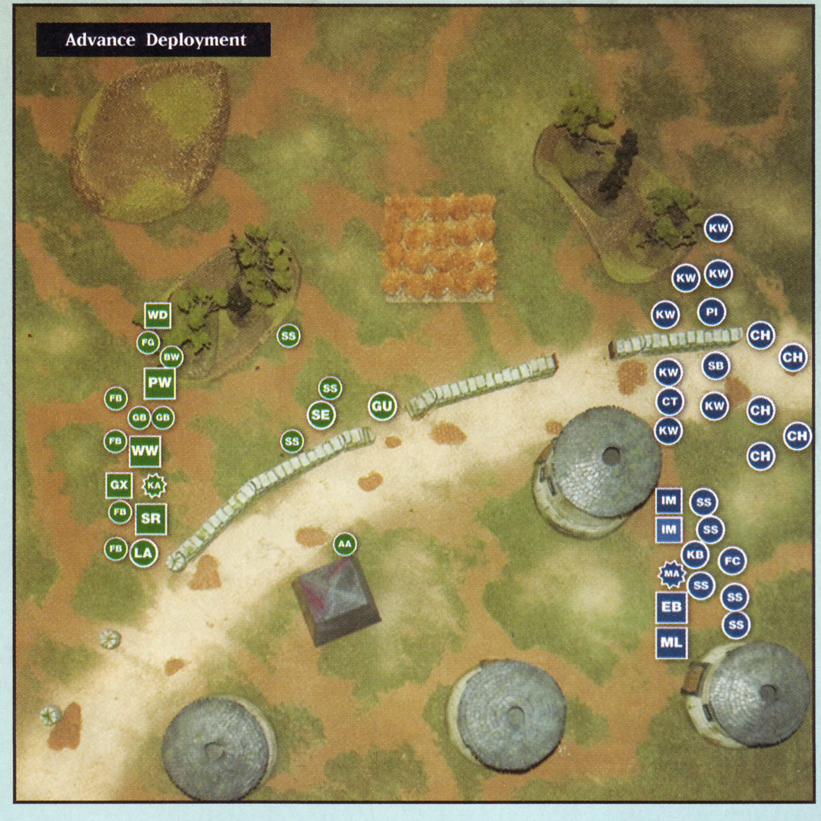
Circle Orboros

Doug Seacat

Circle Orboros Advance Deployment

The lay of the terrain made me unsure how best to utilize my advance deployment. I've always found placing the Sentry Stone tricky with its lack of innate mobility. I wanted to avoid putting it too far out and letting it die or too far back where it would have no impact. I decided to keep it closer to the center to maximize the chances of draining enemy fury, and ringed it with my Shifting Stones to give me the option of moving it. I kept the path between them wide enough to allow a heavy beast to pass.

Kevin had his warbeasts on the side of the table with the buildings, leaving me no way to hide Alten. I felt forced to put him partially behind the oversized krielstone. I put Gudrun square in the center just in front of the Sentry Stones, ready to sacrifice him to tie up Kevin's infantry. I brought the ogrun purely as an obstacle while I advanced my warbeasts.


Advance Deployment
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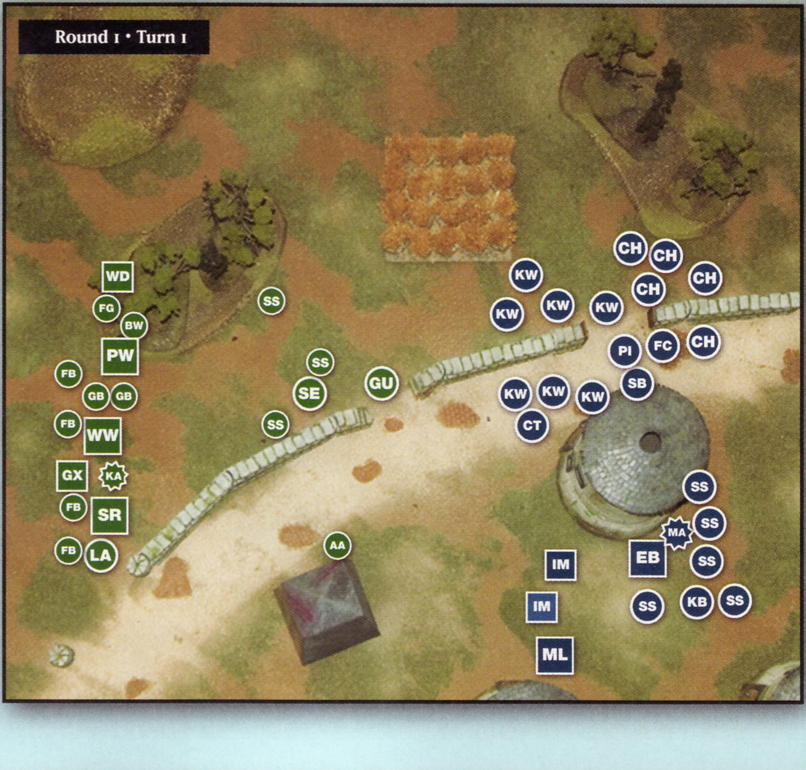
TROLLBLOODS

Kevin Clark

ROUND 1 • TURN 1

Well, there it was. Gudrun is up front and will prove a challenge and Alten is sitting out in the open—interesting. I needed to bait Doug and not lose too much to Alten's sniping. Knowing Doug, I know that he is more scared of Impalers than Dire Trolls. I could lose one of them without risking my strategy much, especially if got rid of Alten and maybe that Satyr. I planned to advance on the left with warbeasts, push the Kriel Warriors up the middle as a speed bump, and follow with Trollkin Champions to clean up. With any luck, Doug would take the bait and bite on Round 2. I decided to leave the Fell Caller in the rear to discourage the Blackclad Wayfarer from showing up unannounced and unwanted. Lastly, Madrak cast Transmute on himself, dumped the rest of his fury into the Krielstone, and then powered up Protective Aura.


Round 1 • Turn 1
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Circle Orboros

Doug Seacat

ROUND 1 • TURN 2

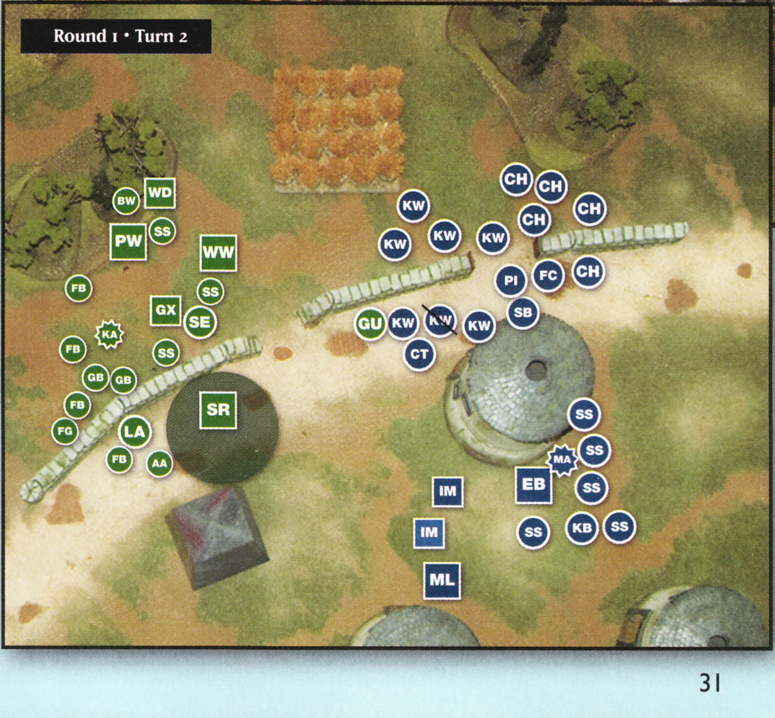
I wasn't happy with Alten's position. Any time I've left him in the open, he dies early in the game. I initially planned to use a Mannikin to make a forest for him, but the proximity of the Caber Thrower changed my mind. I've had those damned things knock down or kill substantial portions of my force.

Assessing the odds, I took a chance sending the Mannikin to spray the Caber Thrower and his two adjacent friends. Since the Mannikin has RAT 4, and no fury on the Sentry Stone for boosting, I needed an 8 on two dice to hit the Kriel Warriors. I only managed to kill the rearmost of the three with Splinter Burst.

I decided I could still protect Alten with the Gobber Bellows Crew, but it required backing him up a little. Unfortunately, without the aiming bonus, he missed the Impaler that he aimed at. Next, I ran the Satyr over to that area. I was going to use Kaya's Mist Walker spell, which would mean an Impaler would have to get in Counter Slam range to throw at the Satyr and give Kevin a tough choice. Accordingly I advanced Kaya, cast Forced Evolution on the Warpwolf, and then cast Mist Walker.

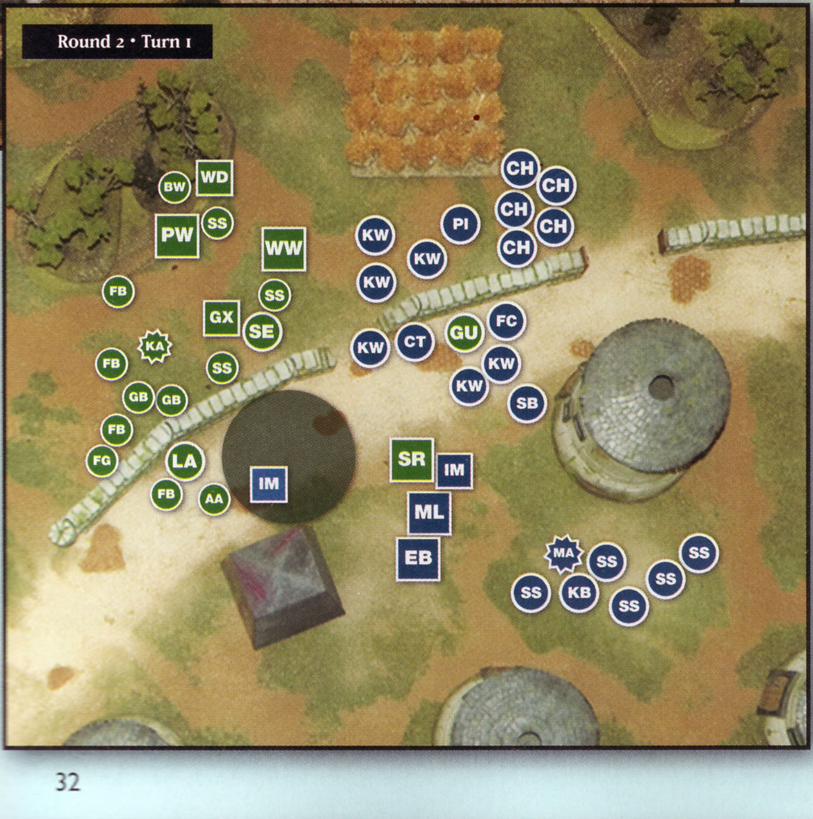
I activated the Pureblood Warpwolf to give itself Spirit Hunter, put Spurs on the Warpwolf, and advanced it through the woods. My Warpwolf warped for +2 ARM, leaving him with DEF 16 and ARM 19! I ran him as far forward as possible to serve as bait. I could tell that getting to the meat of Kevin's army would take some work.

I had Gudrun charge a Kriel Warrior, but a horrible roll resulted in a surprising miss. Ah well, at least he tangled up several of the troops. Kevin enjoyed reminding me that since the Caber Throw isn't a ranged attack, engaging him doesn't matter.



TROLLBLOODS

Kevin Clark



ROUND 2 • TURN 1

Well, that didn't go so well. I began my turn starting on the right side of the board and moved some Kriel Warriors out of the way so the Fell Caller could charge Gudrun, blocking free strikes on the Caber Thrower with other models. (Note: This is where I made a mistake. I will explain below). My Fell Caller charged and killed the drunk Ogrun for the first time. I know that he'll be back.

Now for the fun! I moved an Impaler within 5" of the Satyr, hoping for the Counter Slam, which it attempted. The Satyr missed, which actually made me sad as I wanted him to slam the Impaler out of melee. I'll settle for the fact that it at least dealt some nice damage. I ran the other Impaler back to engage Alten. The Dire Troll Mauler went in for the kill, but failed, destroying one aspect and hurting the other branches of the Satyr.

I really wanted that thing dead. After crunching some numbers, I decided to have Madrak take a shot with Rathrok. The attack missed the Satyr and hit my Impaler for some damage, but then I received a second chance thanks to Ricochet! This time I hit the bloody thing and managed to roll just low enough to leave it alive (two dots remaining!). Uh oh. Things weren't looking that great for me. I dumped the rest of Madrak's fury to bring the Krielstone back up to five points of fury.

So, now to explain my mistake: Recently I have developed this habit of forgetting to use or putting off my once per game abilities. I try to save them for the sweet spot that may or may not ever occur. This cost me dearly, since I should have used Stone Forged on the Kriel Warrior Standard Bearer. Remember kids: USE YOUR ABILITIES! Round 2 is usually a good turn to start thinking about it.

Circle Orboros

Doug Seacat

ROUND 2 • TURN 2

It was painful watching my Satyr take that pummeling, but I took comfort in the small miracle of its survival. I decided to upkeep Forced Evolution, although I later wished I had put it on the Satyr.

Happily, Kevin moved no fewer than four warbeasts with fury into range of my Sentry Stone—a rare conjunction. The dice conspired to only let me to steal two fury, rather than the four I had hoped for, but not too bad. Kevin thanked me for helping with his fury management.

Gudrun stood up, fully berserk, and tore apart all three of the Kriel Warriors near him. He would have killed the Fell Caller too, but Kevin made his Tough check. This got rid of one Warrior lingering near the Caber Thrower, which I remained obsessed with killing. Frankly, I was shocked that Kevin hadn't thrown it at me last turn, and I intended to take it off his hands. I was tempted to send my Blackclad Wayfarer behind Kevin's force as a distraction, but by this time it wouldn't have accomplished much. Instead I had the Wayfarer kill another Kriel warrior with an Elemental Burst spray (tried for two, but at POW 10, I only expected one death).

Epic Kaya's feat proved the only way I'd keep the Satyr alive. I activated Kaya, spent two fury to restore the Satyr's branches, cast Mist Walker, and invoked Call of the Hunt before moving her back into the forest. This left Kaya with no fury, but it seemed safe given how I intended to leave things.

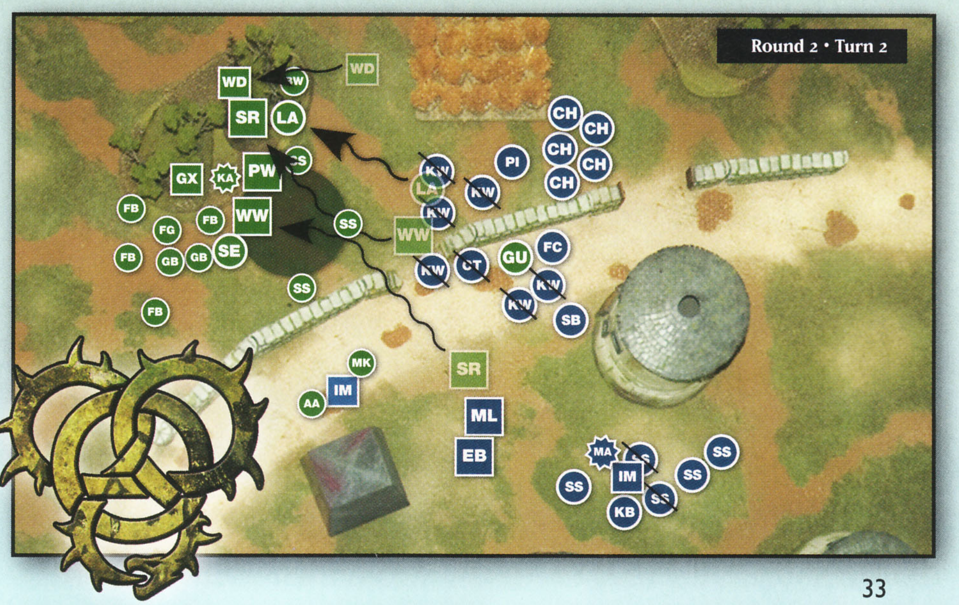
I moved the Woldwyrd up and shot the trollkin nearest to the Caber Thrower with boosted hit and damage, but Kevin made the trollkin's Tough check. I bought an extra shot, but failed to penetrate armor. Thanks to Kaya's feat, I teleported the little floating guy back into the forest out of charge range for next round.

I had to use the Warpwolf to kill the Caber Thrower and his friend, certainly overkill, but I'll take it. The Warpwolf managed the kill without spending fury; fortunate, since I planned to bring most of my beasts near Kaya with her feat and didn't want any frenzying. I considered leaving the Warpwolf where it stood, but decided I wanted it blocking Kaya with its high DEF, so I teleported it back. Similarly, I didn't do anything with the Pureblood, since it was blocking Kaya and I wanted it near the Warpwolf for Warp Spasms. I probably should have been less cautious with them and left them out in the field, but I felt vulnerable with no fury on Kaya, particularly since Madrak has ways to get extra movement.

My Satyr got revenge by throwing the nearest Impaler at Madrak. The attack missed the warlock, but deviated straight back to squish two of his nearest Stone Scribes. The Satyr teleported all the way back to Kaya's left side to lick its wounds.

Laris had range on the last regular Kriel Warrior, so I charged, killed it, then teleported Laris to the front edge of the forest. The Mannikin charged the Impaler harassing Alten Ashley but didn't do much damage even using the stored fury on the Sentry Stone. Alten moved up and hit it with his sword to destroy its spirit branch, but I had a feeling I would pay for not killing that thing. I should have had Laris attack the Impaler but too late. I used Shifting Stones to teleport the Sentry Stone back a little to get it out of the way and dropped gobber smoke.

An exciting and bloody turn, but all I had managed was to kill a bunch of Kriel Warriors. Kevin's untouched Champions lurked behind them taking the wind out of my sails.



TROLLBLOODS

Kevin Clark

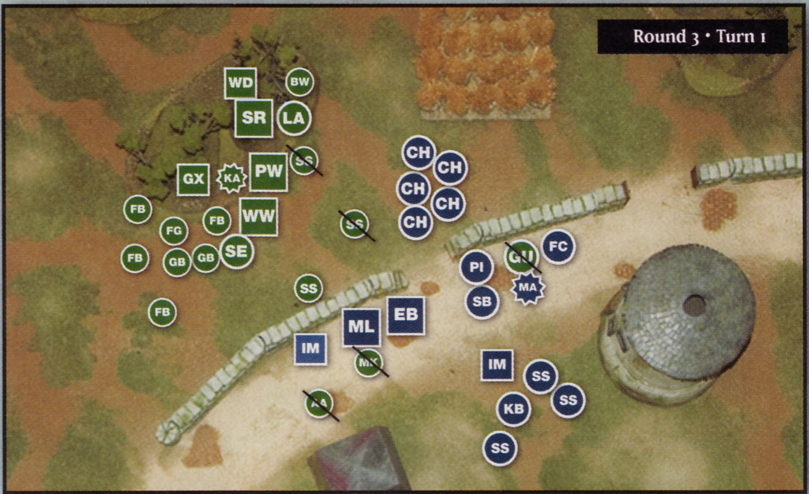
ROUND 3 • TURN 1

I had to leave one fury on the Earthborn, but thankfully he passed his Threshold check. I had a really good plan for this turn, and it fell apart at Step 1: kill Gudrun. The Fell Caller stood up and in a rare display of ineptitude missed the drunkard with both attacks. Okay, minor set back, we roll with the punches. Madrak likes putting axe to face, so I cast Warpath and charged Madrak to take down the dishonorable ogrun. Blood token for me! This is when thing got weird. First, I moved an Impaler thanks to Warpath, healed one in its Spirit branch, and popped Madrak's feat. I could tell I was not going to get great use out of it, but I didn't think it would be good to wait for a better chance. Maybe I was just being sensitive after all those dead Kriel Warriors.

Order of execution was crucial here. I started with the Impaler that had Alten and the Mannikin in melee range and managed to kill both. Madrak next took his free attack to throw his axe and kill two Shifting Stones (thanks to Ricochet), which let me move the Impaler that just killed Alten and the Mauler thanks again to Warpath.

That was it for the feat. I advanced the Mauler up to the wall and cast Rage on the Impaler now just inside Stealth range on the Warpwolf. I forfeited his movement to aim (since it moved outside of its activation), boosted to hit for the crit, but I did not get it. The attack did hit and do some solid damage, and I had the Impaler regenerate itself with its last fury.

Champions ran forward while the last two remaining Kriel Warriors fell back to stand near Madrak. The Krielstone moved up and the Earthborn ran over to the wall. I didn't think Doug could get to me this turn, but my initial plan definitely did not work. I need to think of a new one.



Circle Orboros

Doug Seacat

ROUND 3 • TURN 2

As things neared the end of Kevin's turn, I became increasingly excited since it looked like I had a viable assassination run. I'd been waiting for such a chance, and it looked like all the pieces would come together. I knew I'd be dead if it failed, but after running the numbers in my head, it looked like a guaranteed kill! I had to go for it. Accordingly, I didn't upkeep Forced Evolution, although I hadn't gotten much use out of the spell. Kaya needed all her fury.

My attack run hinged on Harness Spirit, so the first order of business was to run my Bone Grinders into position near both the Satyr and Kaya. My Gorax then performed a "mercy kill" on the Satyr to end its suffering. Just to be sure this worked, I had the Gorax use Primal on itself. It killed the Satyr in a single hit. Thanks to Harness Spirit Kaya jumped to STR 11 and P+S 17! Handily, the Feralgeist happened to be close enough to inhabit the freshly dead Satyr, turning it undead.

So far so good, but I was a little worried about the distance to Madrak, so I decided I'd better kill the leftmost Trollkin Champion. I think it was my concentration on calculating this and working to kill the pesky Champion, which resulted in a major oversight. Before the round started, I had in mind that I should use Arcane Killer on Kaya since Madrak had cast Warpath. Focused on the Champion, I forgot to use the animus. I decided to soften the Champion up with a Woldwyrd shot, boosting attack and damage to score a respectable (but ultimately meaningless) four damage.

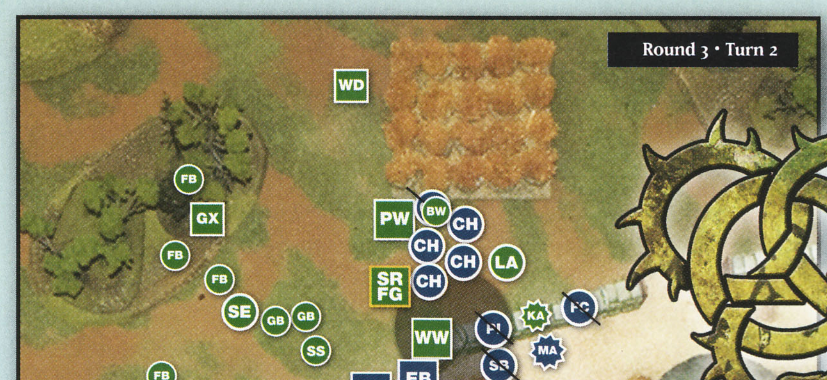
Oblivious to my mistake, I moved the Pureblood forward to finish him off, engaging two Champions. Kevin got another Tough check and it wound up requiring a lot more work to kill that Champion. The Pureblood Warpwolf bit the other Champion with the last point of fury out of spite. Now for the glorious attack run!

Laris ran forward and easily made it to the wall near Madrak without risking a free strike. Kaya activated and spent two fury to Spirit Shift into Madrak's face, also engaging the Fell Caller, the Kriel Warrior Piper, and the Standard Bearer. Combining Against the Odds with an 11 STR from the Satyr, Kaya was sitting on MAT 9 and P+S 20! Crazy! Unstoppable!

Caught up in this glory, it was at that moment I remembered Arcane Killer. The Woldwyrd was supposed to cast it on Kaya before this! Doing hasty calculations I decided it was still a good idea for Kaya to cast it on herself. Checking my control area I saw to my dismay the Woldwyrd was barely out of reach. So sad. Arcane Killer was the entire reason I brought that floating eyeball!

I still felt good about my odds and started my attack. The first hit connected, but thanks to Rathrok's Grim Salvation, the Kriel Warrior Standard Bearer disappeared to save Madrak from harm. Now Kaya was MAT 8, P+S 19; plenty good! Her free attack from Rapid Strike struck home and eliminated the Piper. Kaya spent a fury to attack again, bringing her to MAT 7, P+S 18, and I got a bad feeling. I hit and killed the Fell Caller, but now Kaya was at MAT 6, P+S 17. Excellent by normal standards, but I only had three fury left and Kevin had a fury for transfer. My dread increased when my free attack missed.

I bought another attack and felt obliged to boost the attack roll, which hit, but I rolled snake eyes for damage to match Madrak's armor! I proceeded to miss the free attack, and decided that was all I could do. Given Madrak still had a point of



fury, I kept Kaya's own last fury and prayed. My glorious assassination run had failed thanks to Madrak's crazy axe powers and my bad memory.

My only hope was if Laris survived to keep Kaya at DEF 18 and Kevin didn't get lucky rolls. Accordingly, I ran the undead Satyr/Feralgeist up to engage some Champions, and ran the Warpwolf to engage the Earthborn Dire Troll (suffering a nasty free strike from a Champion). I moved the Swamp Gobbers as far as possible to get their smoke on the enemy for the melee penalty. The Wayfarer charged a wounded Champion and would have killed him if not for another Tough check! A smarter move would have been using Shifter to put him next to Kaya and block other attackers, but I was flustered and did not think of it until Kevin was moving them in.

TROLLBLOODS

Kevin Clark

ROUND 4 • TURN 1

I cannot say that I do not enjoy a game that ends with casters chopping/stabbing each other. Let's not disappoint!

I should have been dead. I had forgotten how fast the bloody dog is. If Doug had not missed that last round of attacks, Madrak would be worm food. Now to make with the killing.

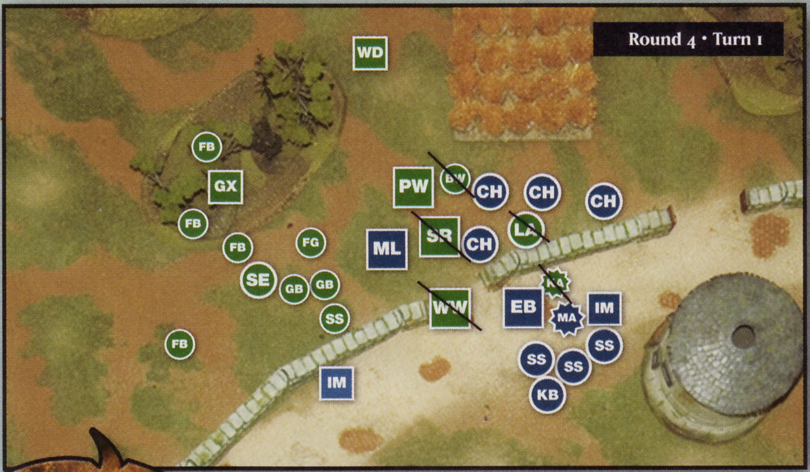
I saw I could feasibly kill Kaya immediately, but she was sitting on DEF 18 with her little spirit puppy. I knew I'd better do things right since if I somehow failed to kill her, I'd be paste. First thing I needed was one less Satyr. I seemed to like shooting into melee this game, so why stop now? My Impaler managed the hit and killed the now-undead Satyr to free up a couple Champions. Doug could have blocked me by placing his Feralgeist in the way, but fortunately did not think of it.

The Dire Troll Mauler came up next to hit two birds (Blackclad Wayfarer, Pureblood Warpwolf) with one stone (the Pureblood). Picking up the Pureblood, he threw it onto the adjacent Wayfarer. Neither of them died, but at least they were no longer engaging champions. The Mauler then cast Rage on one of the Champions.

In the end, I think the Wayfarer surviving the throw actually worked in my favor, as it gave me a free hit to start up Concert. Long story short, a few Champion blows and Doug had one less spirit puppy on the table! This did give Kaya another fury for transfer, but the lower DEF was probably worth it.

Time to pile on! The Impaler moved in for a swing and delivered nine points of damage, which Kaya transferred to the Warpwolf. The Krielstone activated to provide Protective Aura and then the Earthborn disengaged the Warpwolf. The extra ARM paid off in negligible damage from the free strike. I had a funny thought at this point, which was to pick up Kaya and throw her at Madrak to knock her down. Unfortunately I missed, but it would have been funny. I also missed with his extra attacks.

Nothing left but the man himself, Madrak Ironhide, World Ender! My first blood token boosted attack hit, no critical, and delivered six points of damage. Doug decided not to transfer, waiting for a higher damage hit to kill the injured warpwolf and give Kaya more fury. Second attack and boost, no crit again! A nice solid 12 damage that Kaya transferred to kill the Warpwolf and receive two points of overflow damage. Now Madrak's last chance on a third boosted attack roll and...CRITICAL! I was starting to think I would never get one this game. I boosted damage for 16 sick damage in, and that's all she wrote!



TROLLBLOODS are VICTORIOUS!

TROLLBLOODS

Kevin Clark

CONCLUSION

I really lucked out in this game. I over reached with Madrak and let Doug get Kaya in my face. That, kids, is a bad place to be. That said, very few other warlocks could have withstood the beating she put down. I was rather happy with some of the tricks I managed to pull off, but in the end I really did not stick to my plan. I played into Doug's game after my second turn, and if his dice had been with him like they normally are, I would have lost badly. Kaya presents an interesting opponent with lots of tricks.

What can I say about Madrak? He remains a beating and hard to kill. I did not get a lot out of his feat, but it's pretty easy to see how it could be incredibly destructive. I think I will have to run this army again soon.

As always, Doug wins on word count.

Circle Orboros

Doug Seacat

CONCLUSION

I felt disappointed in myself about my mistake, but it was an exciting game. Kaya the Moonhunter is a blast to play. She has so many angles of possible attack that I'll not tire of her anytime soon. I didn't get the chance to use some of her spells, but Muzzle and Dog Pile both have strong applications, particularly exploiting the extra range afforded by Laris' Mystic Bond. Forced Evolution is a spectacular spell that makes a Warpwolf or Pureblood even more of a terror and can turn even an Argus into a superior killing machine.

Against the resilient epic Madrak, it might have served me better to find a way to have my beasts do the killing rather than sending in Kaya herself to do the job. Madrak's ability to shrug off massive hits by removing expendable trollkin models near him makes him crazy tough. Epic Kaya is certainly deadly in melee, and it pays to play aggressively with her. I also love the way her feat provides a round of unbelievable flexibility.

I've seen what a Warpwolf with Forced Evolution can do, particularly including Primal from the Gorax, warping for strength, and gaining Ferocity from the Pureblood. It's hard for any beast in the game to stand against that kind of concentrated killing power. That was my plan if I had gone toe-to-toe with Kevin's beasts, but things didn't work out that way. Kevin's did a good job tying me up with his infantry and allowing Madrak and his warbeasts to arrive intact.

Kevin's list was effective. At first I was surprised he wasn't running more troop-heavy with epic Madrak, but he brought a nice balance of tough infantry alongside a formidable troll contingent. He also proved you don't have to run in a tight little cluster (what some call a "brick") to fight effectively with Trollbloods. I really felt the vice closing after my false sense of accomplishment faded from chewing up his Kriel Warriors.

Aside from tying a string around my finger to remind myself about Arcane Killer, I think my army was sound. I had several ways to provide extra mobility to my force. The Satyr has an inherent +5" charge/slam, I had the Wayfarer's Storm Beacon, Kaya's Dog Pile spell, and Bone Grinders and Laris for extra offensive spell reach. If only my memory was as reliable as the abilities on my models!

Kevin earned his victory. He is certainly as brutal leading the Trollbloods as when playing his Protectorate of Menoth armies (for example, see NQ 17's battle report). The Trollbloods continue to earn my grudging respect. I'll have to remember to be more careful around that World Ender chap next time – he doesn't die easily.

2008 PRIVATEER PRESS INVITATIONAL

From May 9th to the 11th 2008, the Privateer Press office filled to bursting with volunteers from across the country and further afield. As a way of thanking people for all their hard work, the Privateer staff gave these dedicated individuals the chance to play HORDES and WARMACHINE until they collapsed. The 2008 Privateer Press Invitational proved a killer success with over 80 staff, volunteers, and their armies participating during the weekend.

The Saturday event took the form of a Theater of War Live format: a multi-table, real-time map campaign where the factions fought for flags on each table to earn points. With each character unique across a faction, some players ran their force without a warcaster or warlock! Factions spent the points they earned to revive slain characters and keep up the fight. Just to add spice, each faction also controlled a POW 20, 5" AOE off-table bombardment attack available at certain times. The faction with the most points at the end won the day.

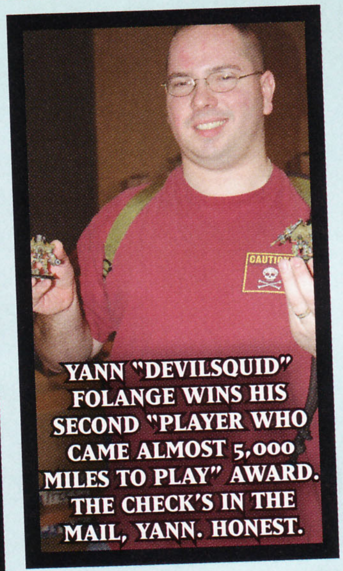
After eight hours of sixty-four players running 750-point games, sometimes six or eight people deep on a single 4' x 4' table, the day culminated in a stunning turn of events. The final points tally resulted in a three-way tie for first place. The Protectorate of Menoth, Trollbloods, and Skorne came up with equal scores, pleasantly surprising Tournament Organizer Kevin Clark.

Privateer Press would like to thank everyone that helped make the 2008 Invitational a smash hit. None of us have quite recovered, but we're already working on next year's event.

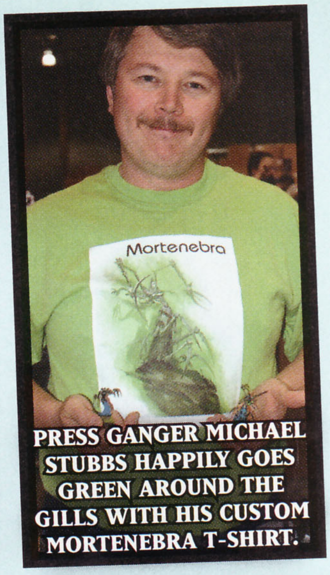
Pillage Idiot
WRATH NUTS
USA
blue

ORGANIZED CHAOS AT ITS FINEST!

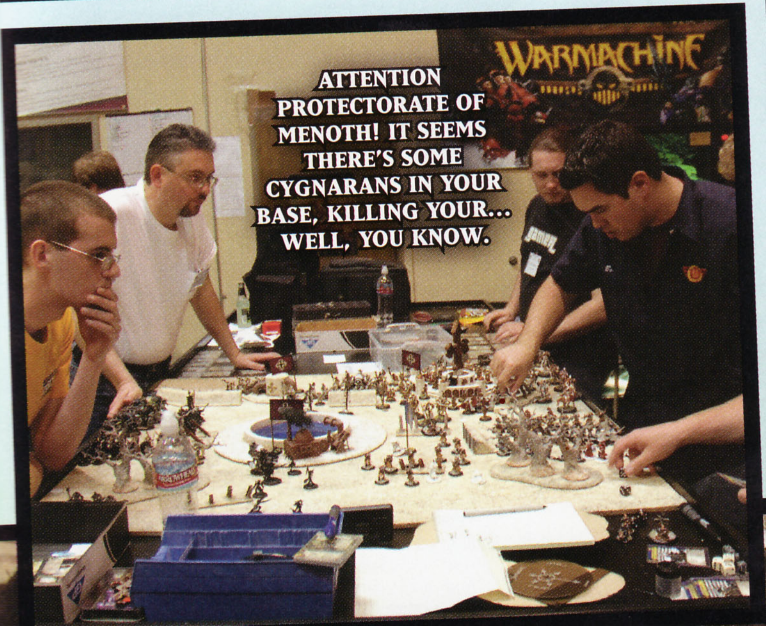
MINIATURES DIRECTOR RON KRUZIE (RIGHT) DEMONSTRATES – AGAIN – THE SUPERIORITY OF BEAUTIFULLY PAINTED MODELS.



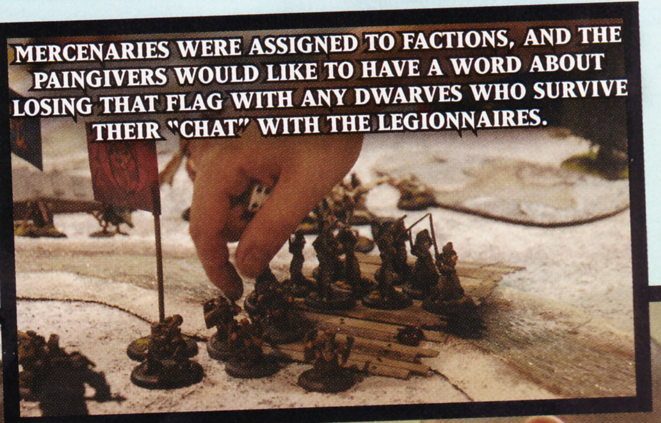
YANN "DEVILSQUID" FOLANGE WINS HIS SECOND "PLAYER WHO CAME ALMOST 5,000 MILES TO PLAY" AWARD. THE CHECK'S IN THE MAIL, YANN. HONEST.



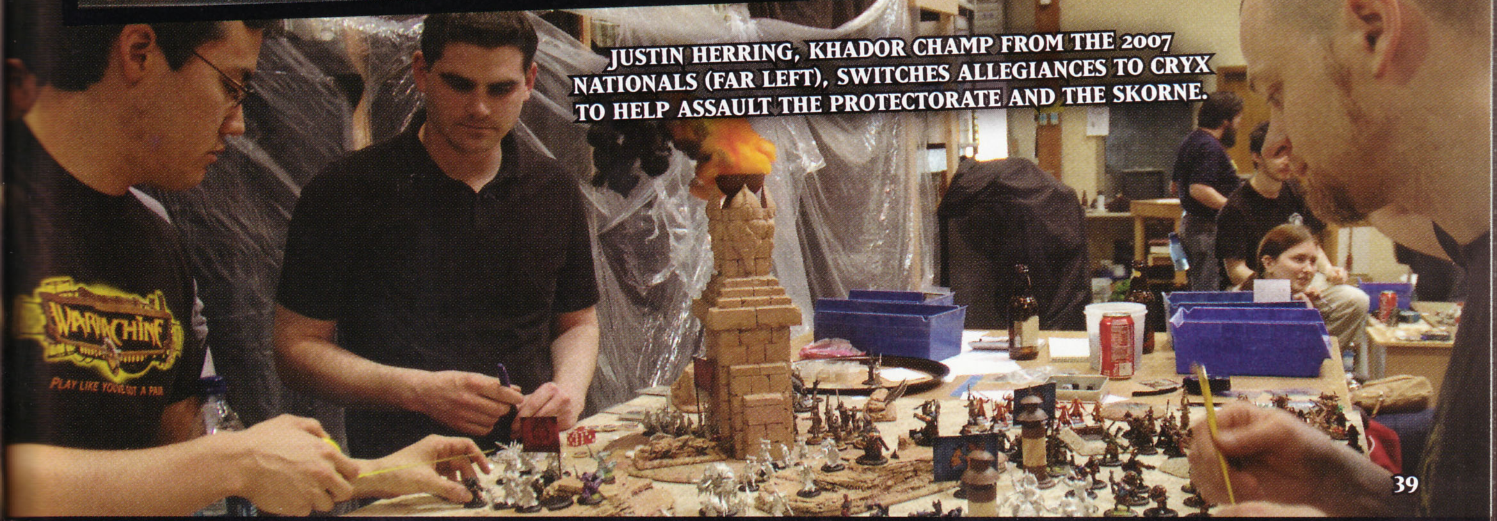
PRESS GANGER MICHAEL STUBBS HAPPILY GOES GREEN AROUND THE GILLS WITH HIS CUSTOM MORTENEBRA T-SHIRT.



ATTENTION PROTECTORATE OF MENOTH! IT SEEMS THERE'S SOME CYGNARANS IN YOUR BASE, KILLING YOUR... WELL, YOU KNOW.



MERCENARIES WERE ASSIGNED TO FACTIONS, AND THE PAINGIVERS WOULD LIKE TO HAVE A WORD ABOUT LOSING THAT FLAG WITH ANY DWARVES WHO SURVIVE THEIR "CHAT" WITH THE LEGIONNAIRES.



JUSTIN HERRING, KHADOR CHAMP FROM THE 2007 NATIONALS (FAR LEFT), SWITCHES ALLEGIANCES TO CRYX TO HELP ASSAULT THE PROTECTORATE AND THE SKORNE.

By **Ron Kruzie**, *Studio Director* · *Art by* **Andrew Arconti**

SPEED PAINTING
Woldwatcher

One aspect that makes HORDES and WARMACHINE great is the satisfaction of playing with a painted army. A miniature can be painted in a fast, furious, and fun manner while still looking fantastic on a table top by using four simple and effective fundamental techniques. If a single miniature can be quick to paint, so can an entire army.

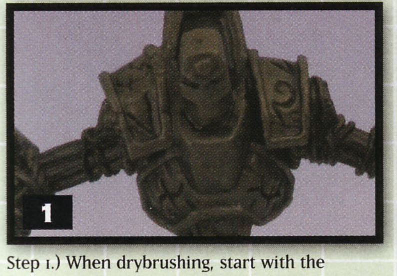
When looking at a freshly primed miniature, it's advantageous to visualize what colors and techniques you want to use. With the Woldwatcher here, I want it to be true to its faction colors, so I'll stick with earthy tones like grey for the stones, brown for the wood and fibers, and vibrant green tinged with yellow for the glowing parts.

In this article, I will show you how to paint a Woldwatcher using the four fundamental techniques: basecoating, drybrushing, layering, and washing. When deciding what color to start with, I usually go with what is messiest first or "If I paint this part later on, it'll ruin everything else around it, so I better paint it now". Drybrushing is easily the messiest technique, so we'll use it to start painting the miniature's stone parts.

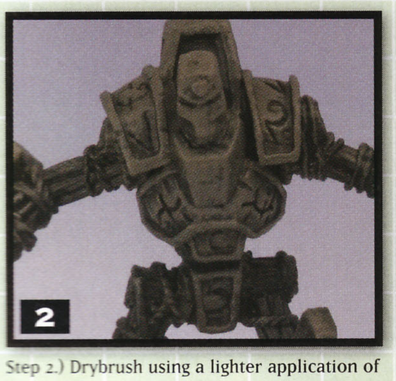
What You'll Need:

FORMULA P3™

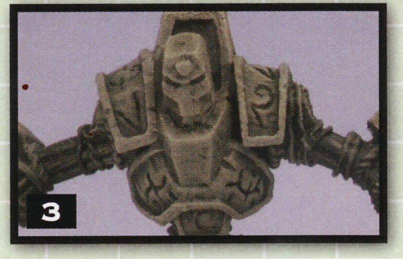
- Bastion Grey
- Beast Hide
- Cygnus Yellow
- Gun Corps Brown
- Iosan Green
- Menoth White Base
- Menoth White Highlight
- Mixing Medium
- Necrotite Green
- Thornwood Green
- Trollblood Highlight
- Umbral Umber



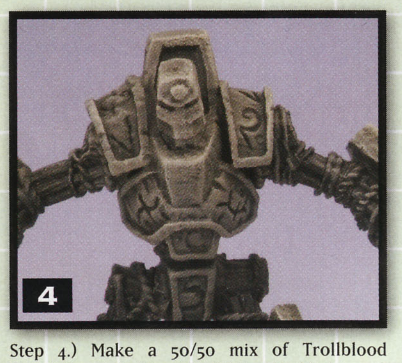
Step 1.) When drybrushing, start with the darkest color and move to the lightest. First, drybrush on a heavy coat of Thornwood Green.



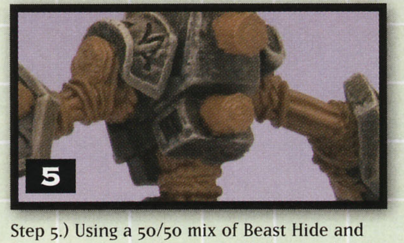
Step 2.) Drybrush using a lighter application of Bastion Grey.



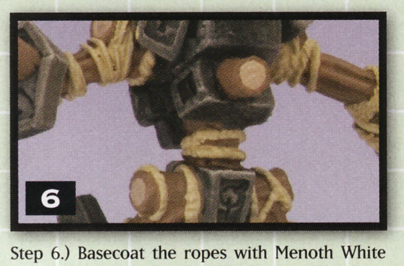
Step 3.) Drybrush with an even lighter application of Trollblood Highlight.



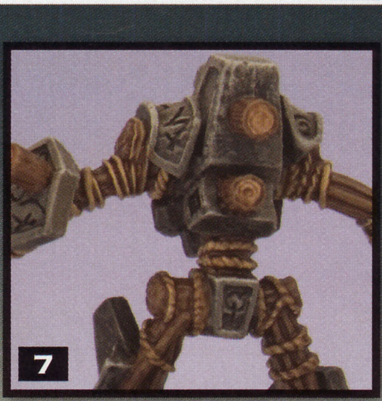
Step 4.) Make a 50/50 mix of Trollblood Highlight and Menoth White Highlight and lightly drybrush the upper edges of the stone.



Step 5.) Using a 50/50 mix of Beast Hide and Gun Corps Brown, basecoat all the wood and fiber areas. Since we will be washing this area, it's good to have the base coat a little lighter in color because the wash will darken it.



Step 6.) Basecoat the ropes with Menoth White Base and the wood cores with the wood base color with more Menoth White Highlight added. Note: It's a lot faster and helps with coverage to just paint the entire area with the wood base color and then go back and paint on the rope and wood core colors on top of the wood base color.



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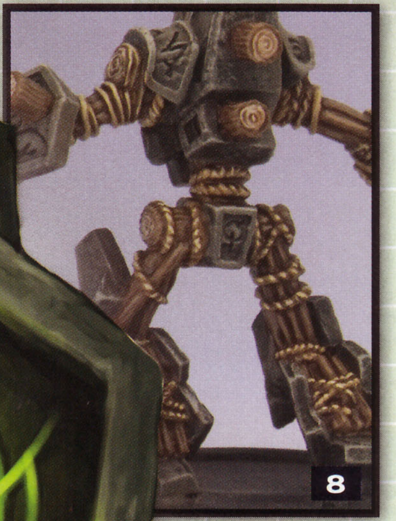
Step 7.) Make a wash of Mixing Medium, water, and Umbral Umber. Wash all the brown areas of the wood and rope. Using the same color of wash for multiple colors is a fast and effective technique.



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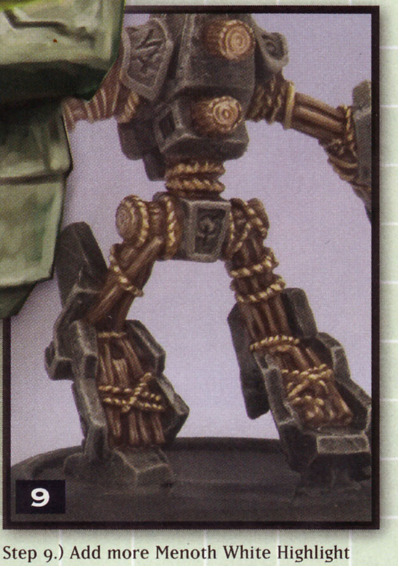
Step 8.) After the wash dries, highlight the raised areas by using the layering method. For the wood, use the wood base color mixed with Menoth White Highlight. For the rope, use pure Menoth White Base.



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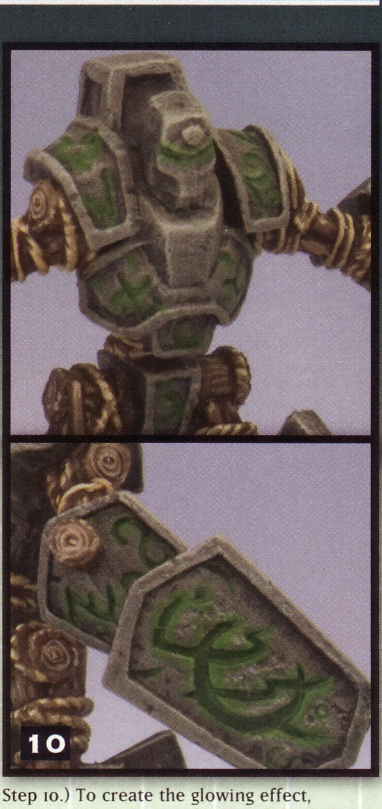
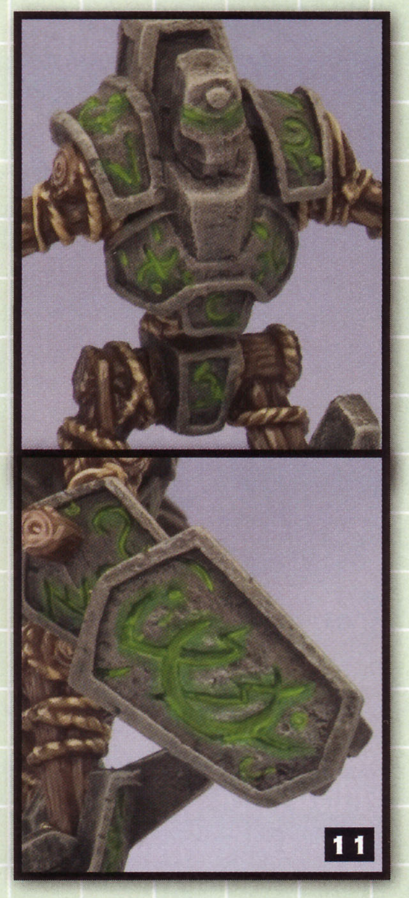
Step 9.) Add more Menoth White Highlight to all the colors stated in the previous stage, then layer with the newly mixed colors on the tips of the raised areas.



10

Step 10.) To create the glowing effect, layer on the darkest color first. Fill all the depressions of the runes with Iosan Green. Painting about a millimeter around the runes gives a sense of glow.



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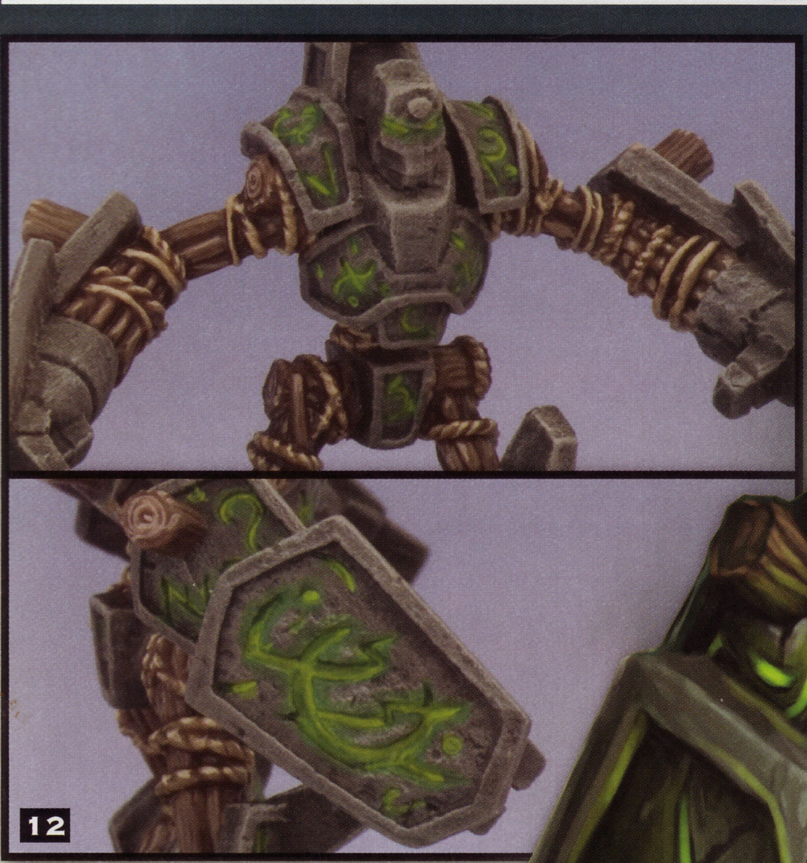
Step 11.) Carefully layer Necrotite Green into the depressions of the rune. Don't let this color leak outside of the runes.



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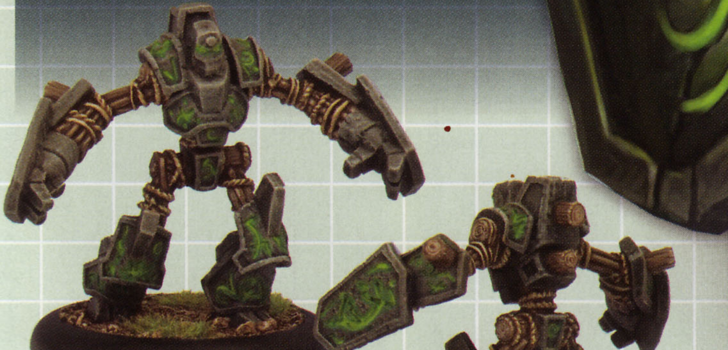
Step 12.) Using a mix of 80/20 Cygnus Yellow and Necrotite Green, layer in the largest areas of the recesses.

Woldwatcher



FINAL

Finish up the base as you see fit. Now your woldwatcher is ready for battle. Use these easy techniques to quickly get the rest of your army onto the table and into the action.

PAINTING TIP!

When painting, it's a good idea to save your mixed colors by using the Formula P3 Wet Palette. With this tool, you can go back with the paint later to repair mistakes or match colors if you need to make some more of a particular mix.

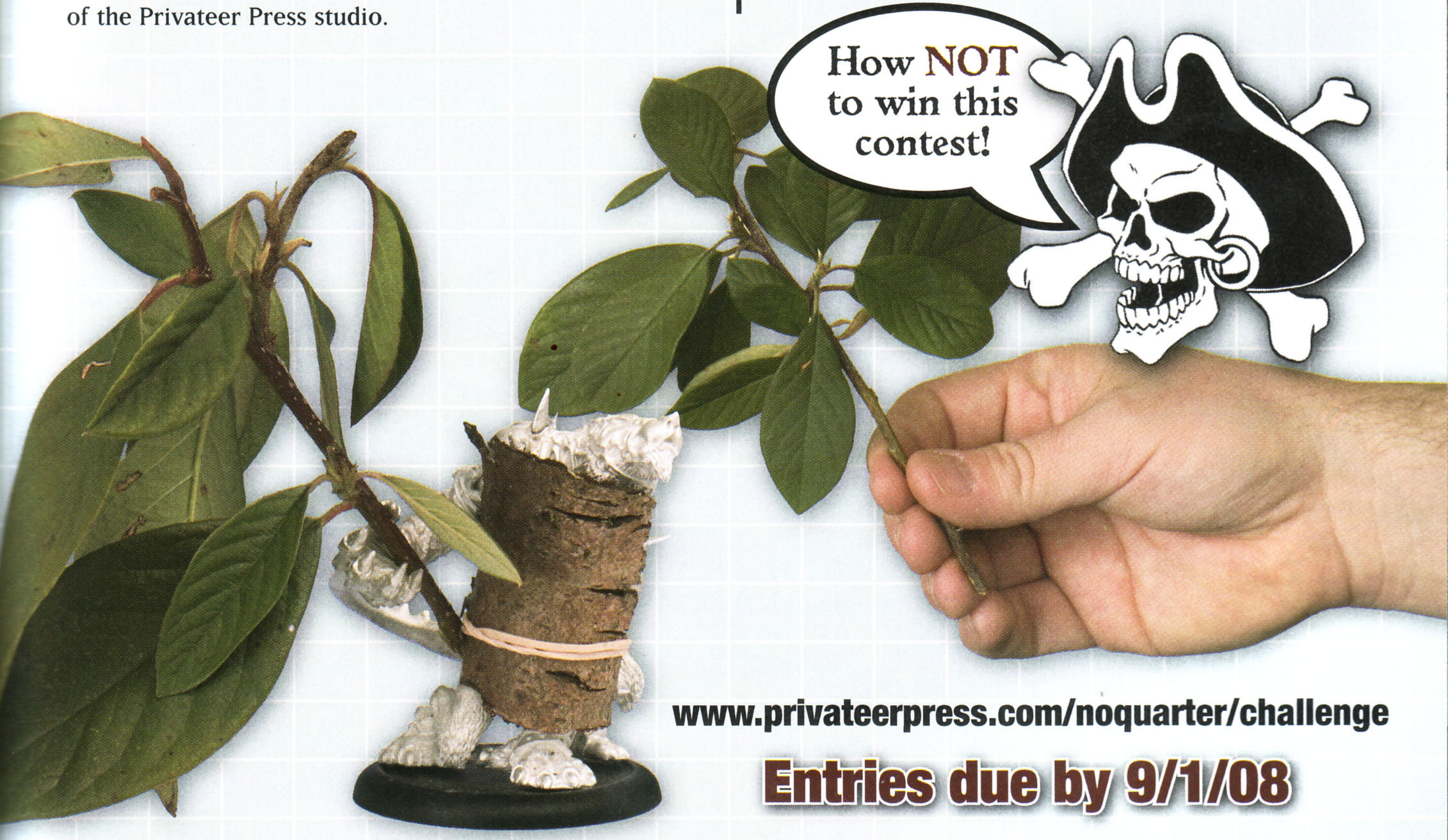
Knock On Wood CHALLENGE

**The strength of solid oak...
The grain of elm and yew...
The beauty and might of wood!**

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

Wood is one of the main components of the weapons, armor, and even bodies of some of the creatures of the Iron Kingdom. Craft your model to show the beauty of wood grains or show what it would look like if it were made completely from raw wood or timber!

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:


How NOT to win this contest!

www.privateerpress.com/noquarter/challenge

Entries due by 9/1/08

See the Winner of the Blinded by the Light Challenge from No Quarter #17 on page 95!

SUMMER

RAMPAGE! SURVIVAL GUIDE 2008

By **Ed Bourelle** and the **Privateer Press Staff** · Art by **Andrea Uderzo**

Once again, western Immoren shakes beneath the might of rampaging armies as the war-torn kingdoms of WARMACHINE clash with the savage threat of the wild HORDES. Fire up your warjacks and rile your warbeasts to prepare for this version of Summer Rampage!

A WARMACHINE VS. HORDES CAMPAIGN
July 21st–August 8th

Welcome to the Summer Rampage Survival Guide 2008! Summer Rampage burst onto the scene last year and sent shockwaves all throughout western Immoren. We're bringing it back and making it bigger and badder than ever.

The Summer Rampage is the ultimate battle to see who gets to sit on the top of the food chain. This Survival Guide will show you how to get the most out of your experience and provide an overview of the rules and tools you need to dominate, destroy, and devour the competition.

Get Ready to Rampage

Summer Rampage is a three-week campaign that pits the factions of WARMACHINE against the factions of HORDES. In addition to the rules and scenarios tailored to the campaign itself, we've included devastating Finishing Moves for warbeasts and warjacks that allow you to slaughter your opponent with style. We've maximized the visceral, bone-crushing action by including Rampages that push your warjacks and warbeasts right to the pinnacle of killing power. In the following pages we'll give you the scoop on all these new rules that can make you a lean mean killing machine on the tabletop.

Fight For Your Entire Faction!

Summer Rampage 2008 is a global map campaign, where all players represent a particular faction on a single map. Your wins and losses affect your entire faction, so collaborate and plan with your comrades to coordinate your faction's quest for domination over western Immoren. The faction in the lead gets to pick and choose where they fight. The better your faction does, the more control you have over the war!

The Vagaries of War

Regional effects—weather, plague, communication breakdowns, reinforcements, and more—make the experience unique and ever changing.

Get Continuous Web Support and Sign Up Online

The Summer Rampage website will constantly update with results from the Rampage worldwide. See how your faction is performing against your opponents with daily updates. To sign up for Summer Rampage, simply go to the webpage listed below. Everything you need to track your battles and plan for upcoming conflicts is done on the Summer Rampage site!

visit: www.privateerpress.com/summerrampage

Finishing Moves

As we saw from last year, one of the best parts about playing in Summer Rampage is utterly annihilating your opponent's models using Finishing Moves—nasty coup de graces that you're not likely to forget. Just to keep things interesting, here are new Finishing Moves for your warjacks and warbeasts to inflict on each other.

After a warjack destroys a warbeast with a melee attack or a warbeast destroys a warjack with a melee attack, it may perform a Finishing Move. When a model performs a Finishing Move, its controller chooses one from the applicable list below. Finishing Moves are not power attacks and do not require a warjack to spend focus points or a warbeast to be forced.

Warjack Finishing Moves

Blood Soaked

Viscera and gore decorate the warjack and give it a horrifying presence. A warjack making a Blood Soaked Finishing Move gains Abomination for one round. Models/ units – friendly or enemy – within 3" of a model with Abomination must pass a command check of flee.

Death Drive

The magic sentience of the warjack is fired up by the destruction of its enemy. A warjack using the Death Drive Finishing Move gains a power token for each fury on the warbeast destroyed. During the warjack's controller's next Control Phase, after the warjack is allocated focus, replace each power token with a focus point.

Mask Scent

The warjack covers its mechanical odor with the musk of its victim to mask its scent from enemy warbeasts. The warjack cannot be charged or slammed by living enemy warbeasts. Living enemy warbeasts must pass a command check before they can attack a warjack using Mask Scent. Mask Scent lasts for one round.

Spirit Breaker

The warbeast's death is so brutal that it can have a violent effect on the creature's allied warlocks. If a warjack makes a Spirit Breaker Finishing Move, an enemy warlock that reaves fury points from the destroyed warbeast suffers one point of damage per fury point reaved.

Tortured End

The dying warbeast unleashes an agonizing howl that enrages the members of its warpack. Warbeasts within 8" of a warjack using the Tortured End finishing move must make a frenzy check during their controlling player's next Maintenance Phase.

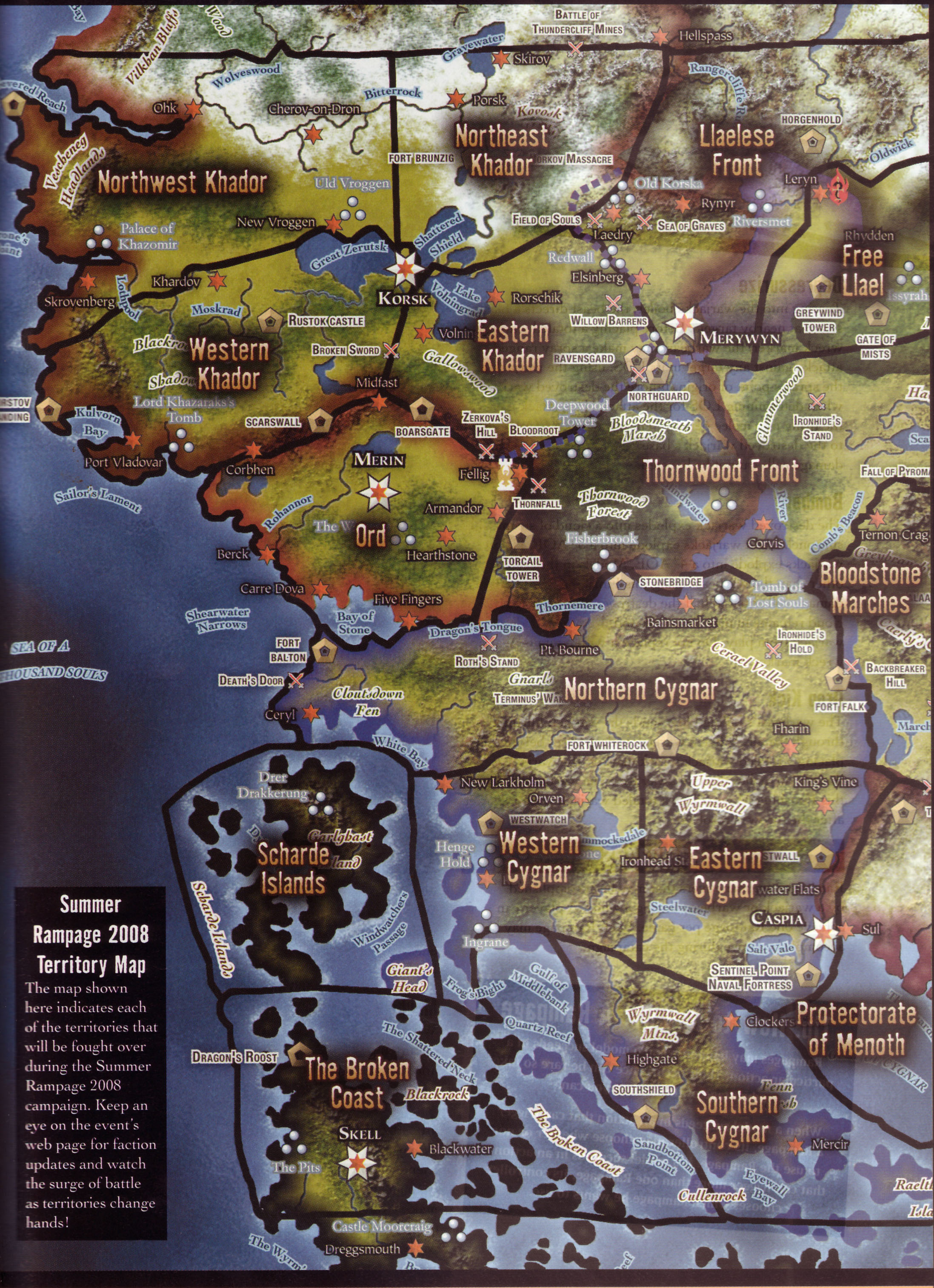
Warbeast Finishing Moves

Blowout

The warbeasts attack ruptures critical oil lines and unleashes a blinding spray. Models within 2" of the warbeast's front arc with LOS to the warbeast have their LOS reduced to 5" for one round.

Cerebral Crusher

The warbeast destroys the cortex of its victim with a brutal blow and sends a deadly shockwave back to its controller. The controlling warcaster of a warjack destroyed with a Cerebral Crusher Finishing Move suffers d3 points of damage.


Battle of Thundercliff Mines
Hellspass
Wood
Vilkban Bluffs
Gravewater
Skirov
Wolveswood
Bitterrock
Rangercliff
Severed Reach
Ohk
Cherov-on-Dron
Porsk
Kovosk
Northeast Khador
Llaelese Front
Horgenhold
Oldwick
Vescheneg Headlands
Northwest Khador
Fort Brunzig
Orkov Massacre
Uld Vroggen
Old Korska
Leryn
Rynyr
New Vroggen
Field of Souls
Sea of Graves
Riversmet
Palace of Khazomir
Shattered Shield
Laedry
Rhydden
Great Zerutsk
Redwall
Free Llael
Khardov
Elsinberg
Issyrah
Skrovenberg
Lohlpool
Korsk
Lake Volningrad
Rorschik
Moskrad
Rustok Castle
Greywind Tower
Gate of Mists
Volnin
Eastern Khador
Merywyn
Western Khador
Broken Sword
Willow Barrens
Ravensgard
Gallowswood
Midfast
Northguard
Lord Khazarak's Tomb
Deepwood Tower
Glimmerwood
Kulvorn Bay
Scarswall
Boarsgate
Zerkova's Hill
Bloodroot
Bloodsmeath Marsh
Ironhide's Stand
Port Vladovar
Merin
Corbhen
Felling
Thornwood Front
Fall of Pyroma
Sailor's Lament
Thornfall
Thornwood Forest
Armandor
Rohannor
Ord
Hearthstone
Fisherbrook
Corvis
Comb's Beacon
Ternon Crag
Berck
Torcail Tower
Stonebridge
Tomb of Lost Souls
Bloodstone Marches
Carre Dova
Five Fingers
Thornemere
Bainsmarket
Shearwater Narrows
Bay of Stone
Dragon's Tongue
Ironhide's Hold
Sea of a Thousand Souls
Fort Balton
Roth's Stand
Pt. Bourne
Cerael Valley
Backbreaker Hill
Death's Door
Cloutsdown Fen
Gnarls
Terminus' Wake
Northern Cygnar
Fort Falk
Ceryl
Fharin
White Bay
Fort Whiterock
Dreer
Drakkerung
New Larkholm
Upper Wyrmwall
King's Vine
Orven
Westwatch
Scharde Islands
Henge Hold
Western Cygnar
Hammocksdale
Ironhead Station
Eastern Cygnar
Eastwall
Steelwater Flats
Steelwater
Caspia
Sul
Scharde Islands
Windwatchers Passage
Ingrane
Salt Vale
Sentinel Point Naval Fortress
Giant's Head
Frog's Bight
Gulf of Middlebank
Quartz Reef
Wyrmwall Mtns.
Clockers
Protectorate of Menoth
The Shattered Neck
Dragon's Roost
The Broken Coast
Highgate
Blackrock
Southshield
Southern Cygnar
Skell
Blackwater
The Broken Coast
Sandbottom Point
Mercir
The Pits
Cullenrock
Eyewall Bay
Castle Moorcraig
Dreggsmouth
The Wyrm

Summer Rampage 2008 Territory Map

The map shown here indicates each of the territories that will be fought over during the Summer Rampage 2008 campaign. Keep an eye on the event's web page for faction updates and watch the surge of battle as territories change hands!

visit: www.privateerpress.com/summerrampage

Depressurize

Tearing into the warjacks boiler, the beast directs a blast of steam at nearby targets. Before placing a totaled warjack wreck marker, the warbeast may make a spray ranged attack against any target in its LOS, using the warjack as the spray's point of origin. Ignore the destroyed warjack when determining LOS for the attack. This attack ignores the firing into melee penalty. The spray has a POW equal to the destroyed warjack's base STR. These attack and damage rolls cannot be boosted.

Bomber

The destroyed warjack explodes into a cloud of steam and shrapnel. Light warjacks explode into a 3" AOE. Heavy warjacks explode into a 4" AOE. Models in the AOE other than the warbeast using this Finishing Move suffer a damage roll equal to half the destroyed warjack's STR. The cloud remains in play for one round. Remove the destroyed warjack from play. Do not replace it with a totaled warjack wreck marker.

Drop Kick

The warbeast's killing blow sends the warjack hurtling through the air. When a warjack is destroyed, before placing a totaled warjack wreck marker, the warjack is thrown d6 inches directly away from the warbeast using this Finishing Move. Place a totaled warjack wreck marker after the throw is resolved.

Rampages

Rampages are maneuvers that may be accomplished by a warjack or warbeast during a game. A player can achieve one Rampage per game. Each Rampage may be accomplished once during the campaign.

Tip: How to Pull Off A Rampage

Rampages may happen when a model succeeds in a particular action. Their occurrence can be rare so take advantage of them when you can.

When a model succeeds in an action that can trigger a Rampage, its controller may choose whether or not to use the Rampage. If a model succeeds in an action that can trigger more than one Rampage, its controller chooses which Rampage he wants to use.

When a model triggers a Rampage, its controller may choose whether or not to use the Rampage. If a model triggers more than one Rampage, its controller chooses which Rampage he wants to use.

Blood Bath II

When a warjack/warbeast performs two Finishing Moves in one game, this Rampage may be triggered. When this rampage is used, friendly warjacks/warbeasts within 8" of the model triggering the Rampage gain Berserk for the remainder of the game. Every time a model with Berserk destroys another model with a melee attack, it must immediately make one melee attack against another model in its melee range, friendly or enemy.

Gun & Run

When a warjack/warbeast has destroyed four or more enemy models, including at least one warjack/warbeast with ranged attacks, it may immediately charge an enemy model at SPD +5" without spending focus or being forced. The warjack/warbeast accomplishing this Rampage may make one normal ranged attacks before its normal movement for the rest of the game. After making this ranged attack, the warjack/warbeast continues with its activation normally.

Mage Crusher

When a warjack/warbeast scores a critical hit against an enemy warcaster/warlock with a melee attack that causes damage, after damage is resolved, the warjack/warbeast may immediately make a power attack against the warcaster/warlock without spending focus or being forced. When this rampage is used, friendly warjacks/warbeasts within 8" of the model triggering the Rampage may charge enemy warcasters/warlocks without spending focus or being forced for the rest of the game.

Mayhem

When a warjack/warbeast destroys five or more enemy models during its activation, it may make one additional attack with each of its melee weapons for the rest of the game.

Tag Team

When an enemy warjack/warbeast is destroyed by a friendly warjack/warbeast while in a headlock/weapon lock from a friendly warjack/warbeast, the warjack/warbeast making the lock gains an additional activation at the end of the turn. During the additional activation, the warjack/warbeast gains boosted attack and damage rolls.

visit: www.privateerpress.com/summerrampage

SHIFTING GEARS

CLASSIC 'CASTERS, NEW ROLES

By **David 'DC' Carl** · Art by **Chippy, Imaginary Friends Studio, Brian Snoddy,** and **Matt Wilson**

Players come to expect certain things from certain warcasters. They apply labels like "warjack 'caster" or "support 'caster". While sometimes helpful, such labels can also blind players to the alternatives. This article looks at a few examples of warcasters shifting gears to surprise an unwary opponent. Don't settle for the commonplace. Look for new uses and surprises within familiar models. As whole books of new models come out, new possibilities constantly unfold.

Rather than creating army lists for players to copy, this article presents a few key models as a starting point for an army that each player can customize to suit play style or expected opponents.

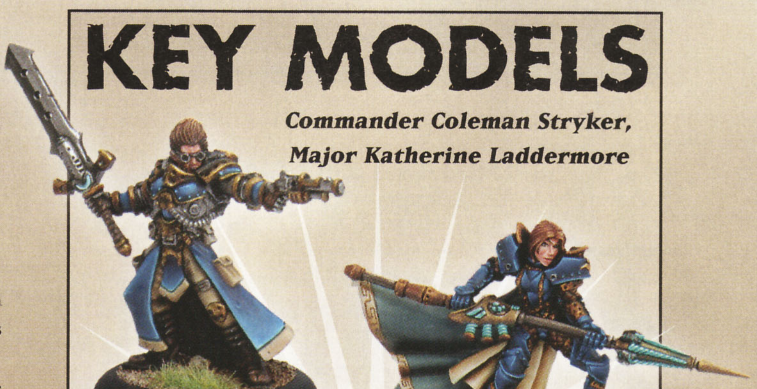
COMMANDER COLEMAN STRYKER "ARMOR CORPS" STYLE

Since the earliest box set games of WARMACHINE, players have witnessed destruction at the hands of Earthquake, an arc node, and numerous ranged attacks. This combination works both as a powerful assassination tool or to seriously blunt opposing offenses, but as Cygnar's battlefield options have expanded, so have those of its enemies. More and more armies have models or even whole portions of the battlefield capable of countering Earthquake. Certain Privateer armies or a Protectorate force with the Covenant of Menoth, for example, can largely ignore or mitigate Earthquake's knock down.

Enter an "Armor Corps"-style Stryker army. Cygnar has a good number of options for tough, capable models, and those options only continue to expand in *WARMACHINE: Legends*. Storm Lances, Captain Maxwell Finn, and Major Katherine Laddermore, just to name a few, all boast tremendous survivability under the Invincibility feat. Add an Arcane Shield spell (and every Stryker army ought to be packing two), and Storm Lances have the armor of a closed Devastator. Now *that's* Invincibility.

A Cygnar force heavy on high-ARM elements can prove an exceptional option in scenarios. Such an army style radically increases the chance of holding a point or region for that critical round. Throw, slam, or push enemies out of the way to solidify primary victories for king and country.

KEY MODELS



Commander Coleman Stryker, Major Katherine Laddermore

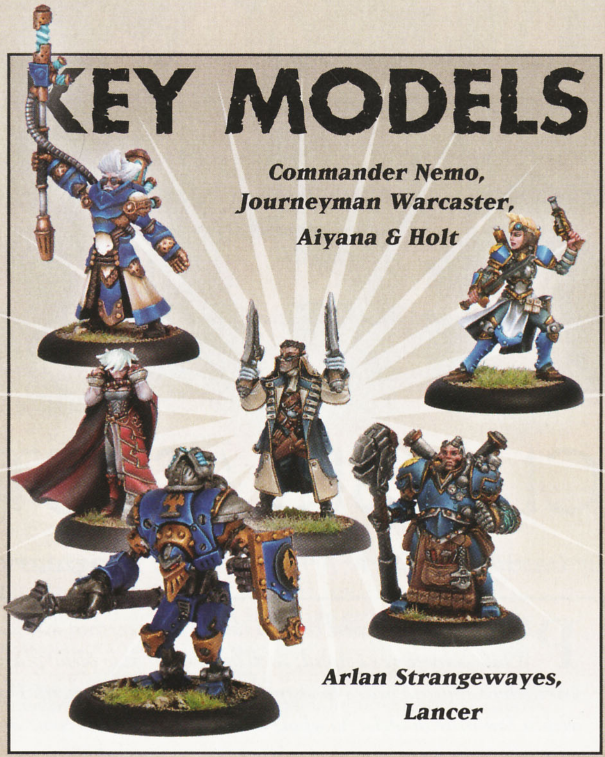
Captain Maxwell Finn, Storm Lances

COMMANDER ADEPT SEBASTIAN NEMO "CROWD CONTROL STYLE"

Models like Alexia, Aiyana, and Strangewayes allow Commander Adept Nemo to reliably claim up to 10 focus per turn even without enemy models casting spells within his control area. Using that focus to Accelerate and Supercharge a single heavy warjack works well as a clear and deadly method of ripping through high-ARM targets, but not all armies contain such threats. A Cryx force heavy in bonejacks and thralls, for example, will largely offset such a focused offense.

That's where "Crowd Control"-style Nemo armies come into play. When facing a vast array of enemies, counter with the powerful and surprising offense provided by numerous Chain Lightning spells. Only Nemo and the Harbinger can claim 10 focus for spell-casting every turn, and only one of the two can channel that magic through arc nodes and minimize personal risk.

Aim those Chain Lightnings at low-DEF enemies or even at Nemo's own warjacks to rip through d6 additional targets regardless of their DEF, terrain and clouds, or even abilities like Spell Ward. Keep friendly spell-casters clear of immediate danger but close enough to provide additional benefits to the army under Nemo's command. Spells like the Journeyman's Arcane Shield, Alexia's Craft Thrall Rune, Aiyana's Lurynsar's Touch, and Strangewayes' Evasive Action all have a good range to keep the model away from the bulk of an enemy's forces.



Commander Nemo, Journeyman Warcaster, Aiyana & Holt

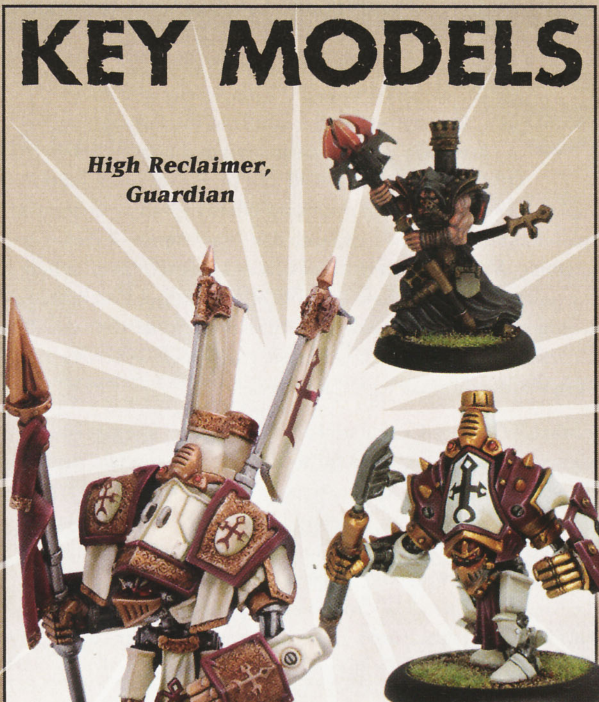
Arlan Strangewayes, Lancer

THE HIGH RECLAIMER "GAMBIT" STYLE

When many players see a High Reclaimer army, they immediately think of a slow-advancing hoard of Zealots, Flameguard, and warjacks behind a dense wall of magical smoke. Such a plan can succeed in a good number of situations, but more and more models can ignore those smoke clouds, especially when playing against HORDES. Against such armies, a shift in gears definitely increases the odds of success.

Consider a Reclaimer's "Gambit"-style army. Gambits, long a staple of competitive gaming, tempt players with obvious short-term gains that eventually turn into long-term losses. In this case, a target-rich environment of easily-killed Protectorate models turns into an assassination victory for the High Reclaimer.

While The High Reclaimer has a rather poor magic attack due to his FOC 5, his Ashes to Ashes spell rarely needs to target the enemy warcaster or warlock directly. A nearby low-DEF warjack or warbeast makes a good target. A knocked-down Seneschal is downright perfect as he runs no risk of dying from the spells, and his DEF is negligible. A low-ARM warcaster or warlock can quickly find himself the victim of Menoth's vengeance after destroying a healthy chunk of a Reclaimer's Gambit army list.



High Reclaimer, Guardian

Revenger

GRAND EXEMPLAR KREOSS "FAITH AND SACRIFICE" STYLE

Many players of Grand Exemplar Kreoss choose to lean on models with greater survivability than Knights Exemplar (such as Vengers or Vilmon) or models with greater melee threat ranges (such as Temple Flameguard) rather than stocking up on Knights and Errants, the Grand Exemplar's elite cadre. Such an army selection can definitely make sense – surviving long enough and/or charging far enough to take advantage of Strength of Arms. Then again, High Exemplar Gravus can turn the sacrifice of these bold knights into newfound strength.

In a "Faith and Sacrifice"-style Grand Exemplar Kreoss army, the combination of Sacrosanct and Grim Resolve guarantees that a knight's sacrifice is never in vain. Attackers both lose their action after destroying these Exemplar and invite the wrath of the High Exemplar through his powerful Requiem's Prayer ability.

A Faith and Sacrifice army can include survivable melee combatants or models with noteworthy threat ranges, but the now-double drawback of destroying a Sacrosanct Exemplar Errant or triple drawback of destroying a Sacrosanct Knight Exemplar (don't forget Bond of Brotherhood) balances out quite favorably with the loss of just one of Menoth's faithful.

KEY MODELS

Grand Exemplar Kreoss,
Exemplars Errant,
High Exemplar Gravus
Knights Exemplar

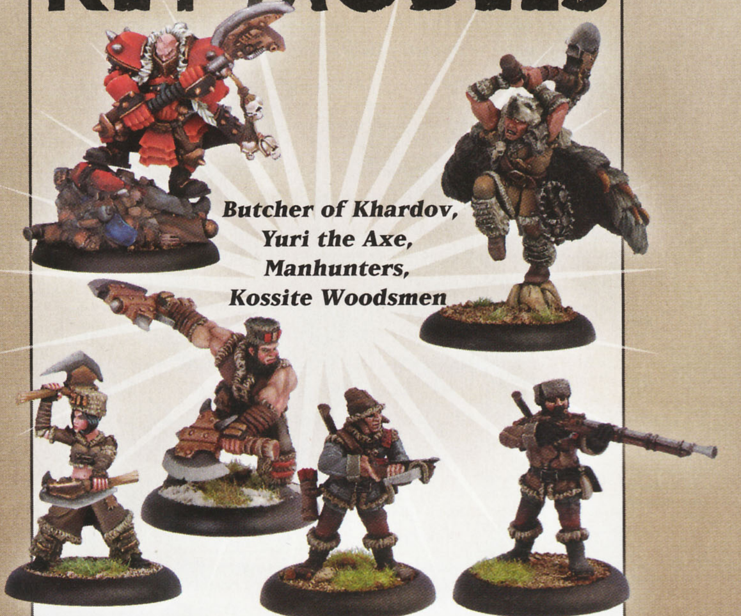
THE BUTCHER OF KHARDOV "FINESSE" STYLE

Many players do not expect any particular tactics from a Butcher of Khardov army so much as a lack thereof – more specifically, a lack of subtlety. The Butcher has no way to enhance movement or positioning or disrupt that of his enemies, so most Butcher armies have all the subtlety of a sledgehammer to the skull. Not that there is anything wrong with the straightforward approach, but such tactics are not always the ideal tool for the job. Enemies that seek to thwart the straightforward offense with terrain or HORDES armies that create swamps or woods of their own require a new approach.

That is where a Woodsman of Khardov-style army can come in handy. Though other warcasters can use similar tactics, the surprise element of a "Finesse"-style Butcher army combined with the power of his Fury spell and Blood Frenzy feat makes for something truly remarkable. Yuri the Axe's Cohort ability grants potentially significant portions of the army the Tree Walker ability. A model in woods with Tree Walker and Iron Flesh can be nearly impossible to hit in melee.

Use Trail Blazer to get models where you need them when you need them there in order to unleash the full power of Blood Frenzy. Kossite Woodsmen can allow Winter Guard to get into position to fire a salvo of 4d6 damage dice rockets at unsuspecting foes, while Yuri and his Manhunters smash into enemies with 5d6 damage charges.

KEY MODELS



KARCHEV THE TERRIBLE "SUPPORT" STYLE

Nearly every player facing Karchev once or twice has seen the Tow, slingshot, and smash play style he can bring to the table. While powerful, this fairly blunt instrument does not always get the job done. When facing armies with plentiful trooper models, especially hardy or evasive ones, the obvious offense quickly loses effectiveness. When facing armies capable of powerful counterstrikes against Karchev, this offense becomes foolhardy.

In this case, a "Support"-style Karchev army can make the difference. The option of using Karchev in a support role seems downright counterintuitive given his spell list, personal combat capability, and small control area. The game revolves around keeping your warcaster alive, however, and Karchev has access to some of the most efficient warrior models in WARMACHINE.

Sorcha's impressive Tempest spell, long the gold standard for damaging knockdown spells, delivers a POW 12 hit and knocks down all models in a 4" diameter circle. Iron Curtain hits as hard and spreads the knock down over more than four times that area. A pair of closed Devastators with Iron Curtain between them make extremely difficult targets and can affect a sizable portion of the battlefield by each running in a given turn. It takes a little practice or a good eye for distance to gain maximum coverage, but anything that survives the magical clothesline becomes easy pickings for mortars, rocket shots, or a charging Drakhun. Add in the utility of Bulldoze, and scenario victory is well within reach.

KEY MODELS

Winter Guard Mortar Crew

Karchev the Terrible, Devastator

LICH LORD TERMINUS "ALL IN" STYLE

Lich Lord Terminus frequently appears in the middle of packs of Revenants and Thralls, leading them on to conquest over Toruk's foes. Such tactics can prove effective against certain army lists, but enemies capable of picking off Quartermasters or denying Shadow of Death (via the Harbinger's Purification or Aiyana's Glyph of Nyrro, for example) can unravel such an offense with little difficulty. On the other hand, few warcasters can claim any real safety from the maelstrom of flying death that Terminus brings to melee combat.

An "All In"-style army can work well for Terminus. When denied the ability to play an attrition game, all-out aggression culminating in the death of an enemy warcaster will work just as well. Take advantage of friendly living models and Terminus' Soul Cages from the very start of the game to claim a warcaster with not only Sacrificial Pawn but ARM 25 or more to go with his 20 damage boxes. You have a number of ways to fill the soul cages, but choose carefully. A Bile Thrall purge requires careful positioning, and Demoniac from a Skarlock means waiting to use the powerful Malediction spell.

Anticipate the kill a turn in advance and use Dragon's Call to give Terminus a game-ending reservoir of focus. An All In-style army lacks a good long game strategy. The first three rounds of play should give a very clear picture of the game's outcome.

KEY MODELS

Satyxis, Lich Lord Terminus, Skarlock

Bile Thralls

LICH LORD ASPHYXIOUS "JOLLY ROGER" STYLE

A versatile warcaster, Lich Lord Asphyxious can use most tools in the Cryxian arsenal and even take advantage of the tools an opponent brings to the table. Against opponents with few to no living models, however, his greatest strengths can lay dormant.

That's where a "Jolly Roger"-style Asphyxious army can come into play. Most of the units and solos that form the core of a solid Privateer army will also work for Lich Lord Asphyxious. With the help of the deceased Lich Lord Daemortus, such a partnership can lead to powerful storms of soul magic released upon the mutual enemies of the *Talion*, *Calamitas*, and Toruk's blackships.

A "Jolly Roger"-style Asphyxious army should include a unit or two of undead (perhaps Privateers) to fight alongside the living and take advantage of Spectral Legion, but the bulk of such a force should consist of the synergistic units and solos that make each Sea Dog into a tough and powerful combatant. With the addition of a few undead models and arc nodes slinging Death Knells, Parasites, and Excarnates, the results could bring a tear to even a pirate's glass eye.

KEY MODELS

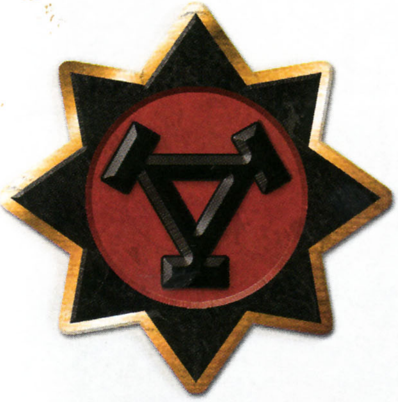
Lich Lord Asphyxious

Revenant Crew, Sea Dogs

Sign & Sigil: The Greylords Covenant

By **Andrew Linstrom** and **Doug Seacat**
Art by **Mike Siegler, Karl Richardson,**
and **Florian Stitz**

Sign and Sigil discusses the unique magical practices, orders, and beliefs found throughout the Iron Kingdoms. This issue, we look at the stalwart defenders of Khador—the Greylord Covenant.



The Greylords Covenant is Khador's exclusive arcane order. The organization began as an act of patriotic schism against the Fraternal Order of Wizardry in 243 AR, but has since transcended those roots. Members of the Greylords Covenant are united by an unshakeable patriotic devotion to the Motherland. They rightly consider themselves both shield and sword in the service of the Motherland.

Since Queen and then Empress Ayn Vanar came to power, the Covenant has become an increasingly pervasive tool of the government. The crown relies on the Covenant's support to supervise a number of vital tasks. Various high ranking Greylords are trusted to lead significant military efforts, to govern captured cities, to direct mechanikal and arcane innovation, and to coordinate the nation's intelligence gathering efforts.

Even in modern times, there is no denying the Greylords Covenant is a secretive and mysterious group, steeped in ritual and occult tradition. Mastery of its lore requires members to be willing to risk life and limb in the investigation of deeply buried secrets, to explore profane tombs, and to unravel the use of unholy relics. Greylords deem themselves uniquely qualified for such tasks by rigorous occult training, considering such tasks an opportunity and a grave responsibility.

Success as a Greylord requires a thirst for power, uncompromising patriotism, courage in battle, and a keen political and military mind. Those who exemplify all of these qualities become some of the most formidable individuals in western Immoren.

Organization

The Covenant and the Army

The Greylords Covenant is an inextricable part of the Khadoran Army, serving as battlefield arcane specialists and respected leaders. The exact authority given to specific Greylords depends on the needs of the High Kommand. Even lower ranking Greylords have endured training and education far beyond that received by most officers. In addition to a regimen focused on occult matters, Greylords learn Khadoran history and military tactics. Rather than relying on a centralized military academy the Covenant employs numerous smaller regional facilities to shoulder this ongoing task. Each reports to the headquarters of the Covenant in Korsk, the Strikoya (*IKWG*, p. 215).

After completing training, Greylords are posted according to individual skill and acumen. Every Greylord serves for a time among military units, most often as battle wizards, but those demonstrating unusual aptitudes might transition into other roles. The Strikoya grooms some to supervise the massive mechanikal and engineering factories of the Khadoran Mechaniks Assembly. Such wizards learn to fabricate cortexes for Khador's essential war industry. Others support teams working on existing research projects, including Orgoth archaeological digs. Military needs always take priority over abstract research and every Greylord must be ready to take to the front line when tasked by the High Kommand.

High *Obavnik* Arbiter Vasily Dmitirilosk is the current leader of the Greylords Covenant and presides over the Strikoya. The High *Obavnik* Arbiter reports to Great Vizier Simonyev Blaustavya, the former Lord Regent of Khador and the current head of Khadoran Security. Through the High *Obavnik* Arbiter the Strikoya works closely with the High Kommand.

The Greylords Prikaz Chancellery

The Prikaz Chancellery is a cabal within a cabal. They are a carefully chosen group tasked to investigate and root out domestic threats, including seditious conspiracies. While the existence of this chancellery is no secret, the group conceals the identity of its agents and the nature of its ongoing investigations. In theory, any Greylord might be serving the Prikaz Chancellery, and this implied watchfulness keeps all but the most ambitious wizards in line. Any member of the military—including the Greylords themselves—could come under their scrutiny at any time. In addition to its arcane means the chancellery employs an extensive network of contacts, informers, and skilled specialists.

The Prikaz also coordinates espionage abroad, serving as a "spy hub" for the Khadoran Empire. Not every Greylord who conducts espionage belongs to the Prikaz, but it is safe to presume that all intelligence gathered eventually passes through the office before reaching Great Vizier Simonyev Blaustavya or the crown. As an intentional security measure, the High *Obavnik* Arbiter does not have direct oversight over this chancellery. *Koldun* Fedor Rachlavsky supervises the Prikaz from the remote city of Skrovenberg, deliberately isolated from Korsk politics.

Other Chancelleries

The scope of its activities has necessitated the Greylords Covenant to divide its operations into several governing chancelleries. This includes the Cortex Production Chancellery, the War Improvements Chancellery, the Research Chancellery, and the Doctrinal Training Chancellery. None of these groups have nearly the influence or unique scope of operations as the Prikaz. Periodic meetings of the governing *kolduns* are sufficient to maintain their plans and operations. Clashes between the chancelleries are common and usually involve the juggling act of allocating specific Greylords to various ongoing projects.

Greylord Covenant Ranks

Rank: *Uchenik*
Requirement: Admission to the Greylords Covenant

Rank: *Rastovik*
Requirement: Greylord feat (including associated prerequisites)

Rank: *Magziev*
Requirement: Loyalty testing (4th level spell mastery recommended)

Rank: *Koldun*
Requirement: Appointment by an *Obavnik* (6th level spell mastery recommended)

Rank: *Koldun* Lord
Requirement: Appointment by High *Obavnik* Arbiter

Rank: *Obavnik*
Requirement: Unanimous accord of all *Obavniks*

Rank: High *Obavnik* Arbiter
Requirement: Appointment by the High Kommand (advised by the Prikaz)

Ranks

The freshest inductees enter the Greylords Covenant with the rank of *uchenik*, or apprentice. Such neophytes come from a wide variety of backgrounds, generally found among those with an interest in arcane scholarship. Youths manifesting sorcery are required by law to be sent to the nearest chapterhouse in order to be mentored to serve the state. *Uchenik* spends years serving as menial servants while learning arcane theory fundamentals and military history before promotion to *rastovik*.

A *rastovik* is a full member of the Greylords Covenant, although a junior member who has yet to fully prove his or her worth. Greylords often spend five years or longer at this rank, although faster promotion may come with exceptional service or accomplishments. Other members of the military are required to treat a Greylord of this rank with the same respect and deference as a junior officer in any of the other branches of the military, treated similarly as a lieutenant. It is rare for a *rastovik* to have command authority, but in some cases they may be given oversight of a platoon of Winter Guard, coordinating with a sergeant to achieve an objective.

A *magziev* is a veteran Greylord. Most Greylords reaching this status remain at this rank for the rest of their careers. One common use of Greylords of this rank is to form their signature trio of battle wizards called a *ternion*. Most ternions are comprised of two *magziev* and a leading *koldun*, who have been trained to fight together as a group unleashing their mastery of cold magic. Situational command authority is common at this rank; a *magziev* may be responsible for a force similar to those overseen by a kapitan or junior kovnik. For extended postings some Greylords of this standing have a commissioned military rank in addition to their arcane rank.

Promotion to *koldun* is reserved for senior *magziev* with impeccable service records. Each *koldun* is responsible for leading a team of Greylords in battle or for supervising smaller training, production, or research facilities. Frequency of elevation varies based on the needs of the Covenant and inevitable deaths or retirement. In a period of war, such opportunities are frequent. When interacting with the military of other branches, a *koldun* has similar clout as a senior kovnik or a kommander, and some individuals are commissioned with these ranks.

The honorary rank of "*koldun* lord" brings other honors and privileges, loosely equivalent to southern knighthood. Rewarded for a combination of exceptional arcane skill and proven service, this elevation is a singular honor. It includes the receipt of token lands, minor titles, and possibly other honors. Such gifts have become simpler and more symbolic in the modern era.

The highest non-singular rank in the Greylords Covenant is that of *obavnik*. This title is reserved for leaders of major chapterhouses and those who oversee large numbers of *koldun*. An *obavnik* has similar standing as a kommandant or supreme kommandant in the Khadoran Army.

Paths of Power

The following optional abilities allow qualifying Greylords to specialize their abilities in service of the Motherland.

To acquire the benefits of a path, the Greylord must meet all prerequisites and undergo any initiation requirements. If a path requires payment in XP, the Greylord can only pay the XP cost if doing so will not reduce their current experience below the minimum for their current level. Greylord paths of power reflect mental disciplines that are passed from member to member, hence the presence of training time with an instructor in the initiation requirements; for Greylord characters devoted to developing these powers on their own, the GM may waive this. Paths of power do not cost feat slots to attain. The paths of power available to Greylords are not exclusive from one another. A Greylord who meets all of the prerequisites and initiation requirements may acquire the benefit of any of the available paths.

Battle Magic Paths

These Greylords specialize in magic that shapes and directs cold as a destructive force, as well as learning techniques to protect themselves in battle.

Path of Winter's Bite

Some Greylord battle wizards have learned to make frost their primary weapon.

Prerequisites: Battlecaster, Greylord; Spellcraft 6 ranks.

Initiation Requirement: 1500 XP; 1 week training with a Greylord of at least 9th-level already on the Path of Winter's Bite.

Benefit: A Greylord on this path can substitute cold damage for other types of energy damage in their combat spells. Any spell that deals acid, electricity, fire, or sonic damage is eligible. When cast in this manner, the spell loses its appropriate energy descriptor and gains the cold descriptor. If the Greylord prepares spells as a wizard, then he must choose whether to substitute the damage when preparing the spell. Otherwise, such as with spontaneous casters, the Greylord decides when casting the spell. The spell doesn't take up a higher level spell slot than normal, and casting time is unaffected. The Greylord cannot decide to convert only some of a spell's energy damage to cold; all energy damage of the eligible types in the affected spell becomes cold damage. Spells prepared in this manner are called "frozen." Additionally, Greylords gain +1 damage per die to spells with the cold descriptor.

For example, a *fireball* prepared as a frozen spell deals 1d6+1/level cold damage (maximum 10d6+10) instead of fire damage, loses the fire descriptor, and gains the cold descriptor. If a spell deals multiple types of damage, all appropriate energy damage is converted to cold damage, but any other kinds of energy damage (such as force) or physical damage (such as bludgeoning) or damage without a declared type are unaffected.

Path of Frozen Discipline

Greylords on this path can reduce the cost of enhancing their cold-based battle magic with metamagic effects.

Prerequisites: Greylord; Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Initiation Requirement: 1500 XP; 2 weeks training with a Greylord of at least 9th level already on the Path of Frozen Discipline.

Benefit: When a Greylord on this path prepares and casts spells with the cold descriptor using the Quicken Spell, Silent Spell, or Still Spell metamagic feats, the total increased spell level slot requirement is reduced by one. For example, a Greylord with this path, the Path of Winter's Bite, and the Silent Spell and Still Spell feats is preparing a frozen, silent, stilled *fireball*. Since preparing a combat spell to substitute cold damage adds the cold descriptor, the Path of Frozen Discipline's bonus may apply to it. *Fireball* is a 3rd-level spell. The Silent Spell and Still Spell feats each require the affected spell to be prepared as one level higher. The bonus from the Path of Cold Discipline reduces this total increase by one, so the frozen, silent, stilled *fireball* can be prepared using a 4th-level spell slot.

Path of the War Ready

Greylords have become a common sight on the battlefield, wielding magic in support of their fellow soldiers. The perils of war have encouraged such wizards to avail themselves of protection. Practiced battle wizards can evoke their power reliably despite the constraints of lighter armor and resist the sting of cold damage.

Prerequisites: Greylord, Unbreakable Concentration; Spellcraft 8 ranks.

Initiation Requirements: 1500 XP, 1 week training with a Greylord of at least 9th level already on the Path of the War Ready.

Benefit: A Greylord on this path reduces the total Arcane Spell Failure Chance for wearing armor that they are proficient with by 25% and gain cold resistance 10.

Savant of the Motherland Paths

Those Greylords on these paths are focused on research, fabrication, higher arcane lore, and the skills required to work with and fight against warjacks. This includes mechanikal experts, those tasked with creating cortexes, and those who have delved into deeper occult studies.

Path of the Iron Wall

Some Greylords have demonstrated mechanikal aptitude or a knack for directing warjacks as well as fighting against them.

Prerequisites: Greylord; Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks.

Initiation Requirement: 2000 XP, 1 month training at the Khadoran Institute of Engineering followed by 2 weeks training with a Greylord of at least 7th level already on the Path of the Iron Wall

Benefit: A Greylord on this path receives the following benefits:

- **'Jack Handling and Craft (clockwork) become class skills.**
- **One bonus feat from the following list: Craft Mechanikal Prosthetic *(LM)*, Craft Mechanikal Construct *(LM)*, Craft Steam Armor, Mechanikal Aptitude *(IKCG)*. The Greylord must meet the prerequisites of the chosen feat to gain the benefit.**
- **5 bonus skill points to distribute between 'Jack Handling, Craft (mechanika), and Craft (clockwork).**
- **Ignores a construct's immunity to critical hits and bypass 5 points of DR when attacking or casting spells against a construct.**
- **If within 1 square of a 'jack for which the Greylord is the designated controller, the Greylord gains a +2 circumstance bonus to armor class.**

Path of Eldritch Lore

This path represents a dedication to the deeper arcane lore and occult mysteries sometimes neglected by battle mages focusing purely on powerful evocations.

Prerequisites: Greylord; Knowledge (arcana) 10 ranks, Spellcraft 10 ranks; rank of *Magziev*.

Initiation Requirement: 1,750 XP, 3 months training with a Greylord of at least 9th level already on the Path of Eldritch Lore.

Benefit: A Greylord on this path receives the following benefits:

- **Basic written literacy in the following languages: Orgoth, Khurzik, Caspian; Ability to recognize and interpret Telgesh and Nokiri runes.**
- **+2 Insight bonus to saving throws versus spells or spell-like abilities inflicted by humans, infernals, or undead.**
- **The spell-like ability 1/day to cast identify on an object of Orgoth or infernal origins.**
- **+4 Insight bonus to Appraise, Decipher Script, Knowledge, or Search checks involving the Orgoth, infernals, or ancient Khadoran locations, ruins, or objects.**

Path of Cortex Fabrication

Some Greylords have learned how to assemble cortexes with considerably less personal investiture and how to shoulder this burden as a team.

Prerequisites: Etch Rune Plate, Greylord; Craft (mechanika) 13 ranks, Craft (alchemy) 13 ranks, Knowledge (arcana 13); rank of *Magziev*.

Initiation Requirement: 2000 XP, 4 months training with a Greylord of at least 10th level already on the Path of Cortex Fabrication.

Benefit: Greylords on the Path of Cortex Fabrication gain several benefits related to the creation of cortexes:

- **The Greylord gains Craft Cerebral Matrix and Craft Cortex as bonus item creation feats.**
- **When fabricating a cortex, the Greylord pays 1/50th of its market cost in XP (rather than the standard 1/25th). This benefit does not stack with other XP reducing feats or abilities; the Greylord applies the preferred applicable ability.**
- **When working in a team with other Greylords on this path creating a cortex, the time required (normally 1 week per 1000 GP of its value) is reduced by a cumulative 1 day per 1000 GP of value for every Greylord beyond the first, to a minimum of 3 days per 1000 GP (requiring 4 additional Greylords, or 5 total).**

- **If creating a cortex with a team, XP cost and permanent hit point loss (if any) is divided equally among team members (rounding up).**

As an example, five Greylords on this path work as a team to construct an Arcanum grade cortex (30,000 gp). This costs 15,000 gp in materials and 90 (7-4=3x30) days. Each participating Greylord pays 120 XP (30,000/50=600/5=120). By contrast, a single artificer not on this path takes 30 weeks and pays 1200 XP to create the same cortex, risking a 20% chance of losing 6 permanent hit points (for creating an item with an XP cost of 200 or higher).

Cortexes — North and South

There are similar teamwork methods utilized in other nations regularly producing 'jack cortexes or other complicated items. Cortexes are extremely complex pieces of enchanted hardware rarely fabricated by a single wizard.

Khador has traditionally had difficulty producing a large number of cortexes. This is a matter of materials scarcity, not a lack of manpower. Cortexes require trace amounts of extremely rare and difficult to extract minerals and metals. These elements are one reason cortexes are so expensive. Access to raw cash (in GP) does not always guarantee access to these materials.

For simplicity, cortex grades have the same market cost (*IKCG*, p. 347) regardless of origin, but GMs may opt to increase these costs in Khador to reflect scarcity. Be aware this impacts item creation time and XP costs. Simpler Copernum and Ferrum grade cortexes forego several of the materials required by higher grade military cortexes, but are only adequate for labor 'jacks.

Espionage Paths

Greylords on these paths may be part of the secret Prikaz chancellery or report to other superiors collecting intelligence abroad. Wizards investing in a level or two of rogue will have an easier time qualifying for these paths.

Path of the Censor

For the good of the Motherland, these agents of the Prikaz are watchful for signs of insurrection or treachery. They have learned both mundane and arcane methods for investigating suspects.

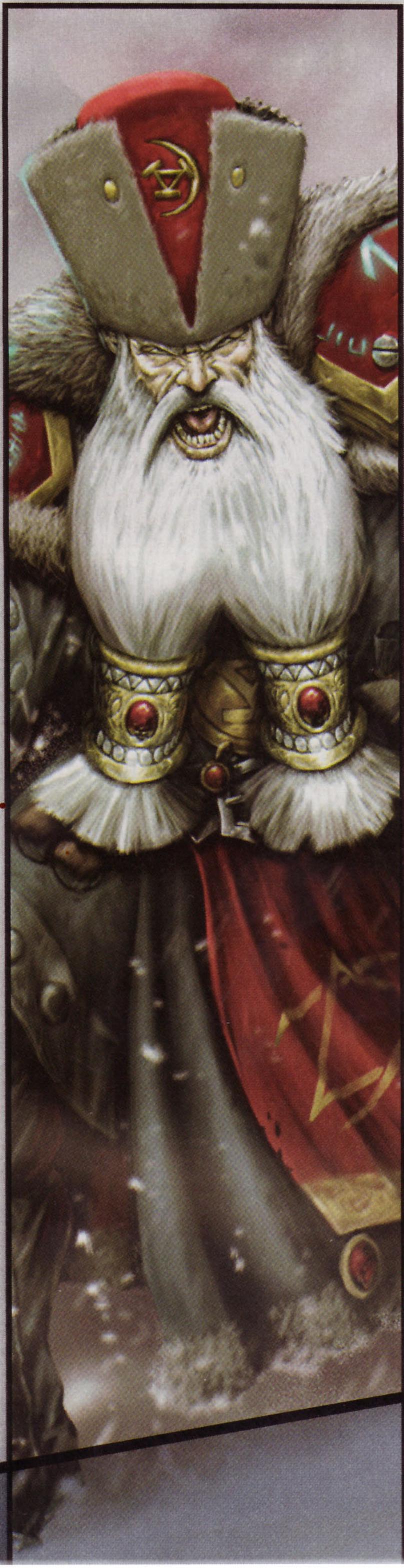
Prerequisites: Greylord, Gather Information 4 ranks, Knowledge (local) 6 ranks, Sense Motive 4 ranks, able to cast *detect secret doors* and *detect thoughts*.

Initiation Requirements: 1250 XP, 2 weeks training with a Greylord of at least 9th level also on the Path of the Censor.

Benefit: A Greylord on this path gains the ability once per day to cast a Divination spell as a spell-like ability without requiring the spell to be prepared or using a spell slot. The spell chosen must be known to the Greylord and he must be capable of casting the spell. The following spells are applicable for this ability: *detect thoughts, clairaudience/clairvoyance, detect scrying, detect secret doors, discern lies*, locate object, locate creature,* or *telepathic bond.* Greylords can use this ability once more per day for every 10 caster levels they possess (2/day at 10th, 3/day at 20th).

Additionally, a Greylord on this path gains Listen as a class skill and a +4 Insight bonus when making a Sense Motive check to try to sense enchantment or discern a secret message.

**Greylords on the Path of the Censor can learn discern lies as a 4th level arcane spell.*



Path of the Hidden

With the aid of magic, certain Greylords learn to conduct clandestine operations with greater ease than their peers who rely on mundane disguises and tools.

Prerequisites: Greylord; Hide 4 ranks, Move Silently 4 ranks, able to cast *disguise self* and *invisibility.*

Initiation Requirements: 1500 XP, two weeks training with a Greylord of at least 9th level also on the Path of the Hidden.

Benefit: A Greylords on this path gains the ability once per day to cast an Illusion spell as a spell-like ability without requiring the spell to be prepared or using a spell slot. The spell chosen must be known to the Greylord and he must be capable of casting the spell. The following spells are applicable for this ability: *blur, disguise self, displacement, false image, invisibility, invisibility sphere, invisibility (greater), misdirection, mislead,* or *seeming.* Greylords can use this ability once more per day for every 10 caster levels they possess (2/day at 10th, 3/day at 20th).

Additionally, a Greylord on this path gains Spot as a class skill and a +4 Insight bonus when making Hide, Move Silently, or Escape Artist checks while in an area either studied carefully for at least 10 minutes.

Path of Influence

The Greylords on this path are discreet, as Khadorans distrust magic that violates the sanctum of the mind. Yet sometimes arcane pressure is required to force the guilty to betray their allies.

Prerequisites: Greylord; Bluff 4 ranks, Diplomacy 4 ranks; able to cast *charm person* and *suggestion.*

Initiation Requirements: 1750 XP, 2 weeks training with a Greylord of at least 9th level also on the Path of Influence

Benefit: A Greylord on this path gains the ability once per day to cast an Illusion spell as a spell-like ability without requiring the spell to be prepared or using a spell slot. The spell chosen must be known to the Greylord and he must be capable of casting the spell. The following spells are applicable for this ability: *charm person, crushing despair, dominate person, geas, geas (lesser), hypnotism, mind fog, suggestion, suggestion (mass),* or *touch of idiocy.* Greylords can use this ability once more per day for every 10 caster levels they possess (2/day at 10th, 3/day at 20th).

Additionally, a Greylord on this path gains Forgery as a class skill and a +4 Insight bonus to Diplomacy or Bluff checks when dealing with the military or other local authorities within Khador or any foreign city where he has spent at least 6 months acclimating.

The GAMERS' JOURNAL

By ***Matt DiPietro***, ***Rob Hawkins***, ***Ron Kruzie***, and ***Quentin Smith***

The Gamers' Journal chronicles the journey of four hobbyists as we assemble, paint, and play with our WARMACHINE and HORDES armies. Here in the miniatures studio, painting an army of your own can quickly fall by the wayside after working on models for eight hours minimum every day. To maintain our plan to create new armies for ourselves, we came up with the Studio Showdown.

Studio Director Ron Kruzie, painters Matt DiPietro and Quentin Smith, and Hobby Manager Rob Hawkins have all stepped up to the challenge. We each began with a 350-point list and brought our forces to 500-points last issue. This time, we have each added an additional 250 points to round out our 750-point forces. Next issue will see the culmination of our efforts as our legions reach the 1,000-point level for the final showdown.

The rules for the Studio Showdown are simple: Each month we need to purchase, assemble, and paint the models for our armies, and get in as many games as we can. We have allowed ourselves to play with models in progress, but everything needs to be finished by the end of the month. Failure is not an option.

Studio Showdown, Part 3

Matt DiPietro:
Legion of Everblight

MATT'S LEGION OF EVERBLIGHT ARMY (750)

MODEL/UNIT	POINTS
Thagrosh, Prophet of Everblight	74
Carnivean	124
Shredders x3	69
Blighted Legionnaires (7)	66
Incubi	55
Warmongers (3)	66
Gudrun the Wanderer	37
Raek	66
Striders (6)	82
Scather Catapult Crew	27
The Forsaken	26
Shepherd	18
Farrow Bone Grinders (4)	36
Total	**746**

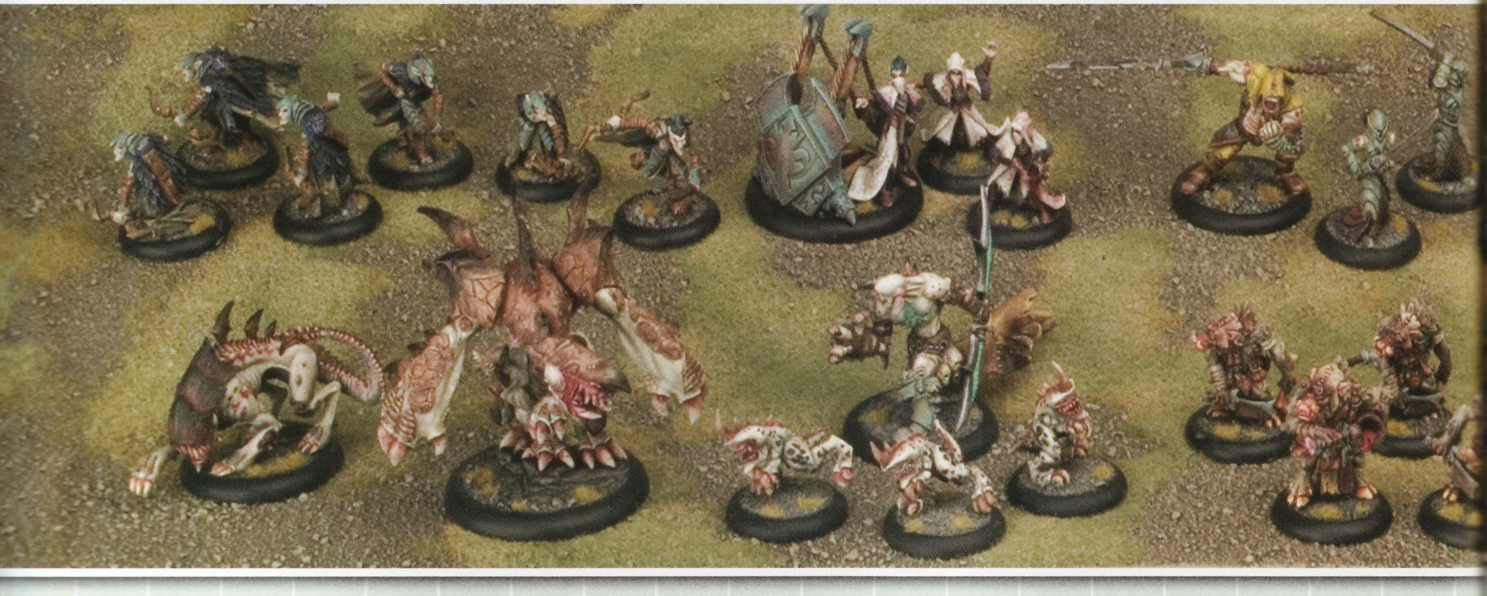
Black = Same · Blue = Change · Red = New Models

Since No Quarter #18's Modeling & Painting article featured the techniques I used to paint my Legion army, I'll instead offer tips on making your army look stunning on the tabletop. At first glance, it may seem that the four armies in this article have nothing in common. While we each painted our army with different techniques, we all followed certain guidelines that allow our armies to look great on the table.

The first step when setting out to paint an army is to choose a color scheme. You have two guidelines to follow to assure a good-looking army. First, work with a limited palette. This means painting your entire army with only a few key colors and painting all similar elements—such as flesh, armor, leather, etc.—in the same manner. Working with a limited palette streamlines the process to let you finish quicker, unifies the look of the army, and gives the eye less information to take in, which leads to a more pleasing appearance.

Second, consider contrast when choosing a paint scheme. Contrast is very important because it allows different parts of your model to be viewed at a distance and makes your army more pleasing to the eye. There are two types of contrast: color contrast and value contrast.

Color contrast refers to colors on opposite sides of the color wheel enhancing and interacting with each other. For example, both Quentin's army and my army use rusty red areas contrasting with corroded green areas to help the different elements stand out. When working with color contrast, it is vital not to overdo it. An army painted in bright contrasting colors can clash and overload the senses. You often make out better to mute one or both of the colors. Use reddish brown in place of red or olive instead of bright green,



for example. If you use two bright colors for contrast, make one dominant and use the other sparingly.

Value contrast refers to using alternating areas of light and dark to allow areas to stand out from each other. Rob and Ron's armies forgo color contrast and use only value contrast to get the job done. In the case of Rob's Cryx army, the dull metal and armor contrasts nicely with the bright green glow and pallid flesh. The shiny metallics and pale flesh of Ron's Skorne contrast strongly with the lacquered black armor and dark brown clothing. If you keep these guidelines in mind when selecting your own colors, you'll find it easy to come up with a visually pleasing and striking scheme.

While any army fully painted in a well-chosen paint scheme looks great on the gaming table, adding thematic elements can make your army uniquely your own. For a great example of a thematic element that ties an army together, look at the custom bases and conversions in Quentin's army. The glowing effects used on every model in Rob's army also count as a thematic element that unifies the force and gives it that extra flair. Ron's army uses the black lacquered armor as the thematic element. For my Legion horde, I decided to use blood effects on the mouths and eyes of every model to show the ravages of the blight.

Up until now, we've talked about unifying your army, but the last thing to consider when planning an army is how to make certain elements stand out from the rest. This can be as simple as making a normally muted contrasting color dominant, as is the case with the red coat on Quentin's Montador, or you can use a bright color not found anywhere else in the army, like the glowing blue on Thagrosh. Freehand work on banners, like those found in Ron's army, always draws the eye. Lastly, a killer conversion or custom base sets a model above the rest, such as Rob's superb Deathjack. Thematic elements provide the chance to allow your creativity to run wild, and they often prove the most satisfying part of painting an army.

Rob Hawkins: Cryx

ROB'S CRYX ARMY	(750)
MODEL/UNIT	**POINTS**
Witch Coven of Garlghast	85
Slayer	110
Deathripper x2	76
Defiler	45
Skarlock	16
Necrotech	9
Deathjack	154
Bile Thralls (10)	65
Bane Knights (10)	123
Pistol Wraith x2	66
Total	**749**

Black = Same · Blue = Change · Red = New Models

I prefer to play at 750 points. You have room for a handful of warjacks, plenty of troop units, and the option to take an epic warcaster. When we began this project, I planned to use Epic Deneghra at this point, but now, based on how my force has performed thus far, I feel the lure of the Witch Coven of Garlghast. So I've dropped Deneghra in favor of the Egregore and his honeys. (Don't worry, Deneghra will return when we hit 1,000 points—just imagine her absence as the time Asphyxious spent sewing her back together after her last crushing defeat!)

I had run a nearly all 'jack list up until this point and have discovered, painfully, how my lack of troops hurts me. This time out, I added all units and solos. A full unit of Bile Thralls, a full unit of Bane Knights, and two Pistol Wraiths should nicely tie up the enemy and allow the bonejacks through for the Witches' Perfect Conjunction assassination.

Ron and I quickly came to blows in my first battle. On my right flank, the Bane Knights engaged his Venators, which benefited from Death March. With that spell granting the Skorne capabilities similar to Shadow Shift, the units remained stalemated and limited attacks for fear of retaliation. I held the left with the two Pistol Wraiths. They successfully picked apart a few of the Skorne Cataphracts. At the climax of the battle, with most of our forces in ruin and Helleana killed by the remnants of the Venator unit, Ron managed to charge Hexeris into melee with Selene and kill her! A Spirit Leach attack on the last witch brought her to one health. Then the Deathjack tore Hexeris apart.

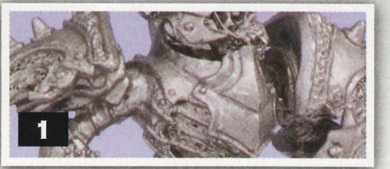
Matt's Legion were still a pain, but Gudrun didn't pose as much of a problem. I locked him in place with Imprison, which kept him from doing too much damage with his Hangover ability. A bonejack moved into position to arc Stygian Abyss with Perfect Conjunction at Thagrosh, but I blew it on the attack rolls for both spell attempts. The Deathjack threw the Carnivean at Thagrosh for a measly point of damage. Clearly, luck was not on my side. One of my Bile Thralls purged and destroyed a sizeable chunk of Matt's Legionnaires. Unfortunately, that brought a couple of Incubi into play, and they made their way around to the Coven. Matt just had too many

troops closing in, and as I have learned, once the enemy can engage the Coven, the game is over.

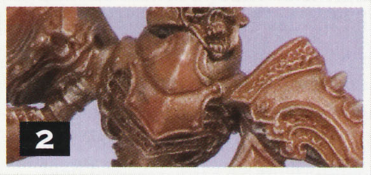
Quentin's Privateers used the same tactic of hiding on a hill and laying down fire. The Deathjack and Bane Knights made short work of Dirty Meg and the Freebooter. The Bile Thralls took out Mr. Walls and some of the Sea Dogs. I closed in, taking heavy casualties, and dreading Montador's feat turn. I gutted Quentin's army down to basically Montador and his battlegroup, but with most of my infantry wiped out, Montador moved up, stalled me with his feat, and then whittled down the Coven. The final witch and Egregore withdrew with Broadsides Bart hot on their heels, but three focus only gets you so far.

I had three great games this round. The new infantry worked out rather well, and the Deathjack survived to the end of almost every game, but I'm really at a loss for what to add next round. I'll bring back Deneghra for 1,000-point games, but the remaining 175 points is anybody's guess.

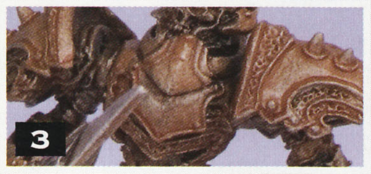
How to Paint Rusty Armor FAST!



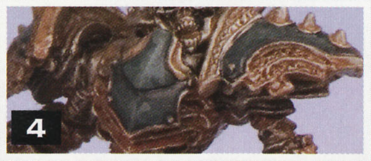
Step 1.) Over black primer, basecoat the metal areas with Pig Iron using a Large Drybrush. Wetting the brush allows the paint to cover more completely while still using a fast drybrushing technique. Use a second brush, kept dry, to pull away any paint that goes on too thick.



Step 2.) Mix a rust wash using 70% Bloodstone and 30% Khador Red Highlight, Mixing Medium, and water. Wash this over the metal areas.

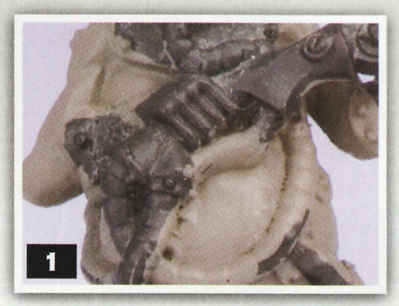


Step 3.) Drybrush the metal blades of the weapon and the back spikes with Cold Steel. Then paint Armor Wash into the major recesses using a Fine Hobby Brush. Don't wash the entire model or you will lose the orange tone of the rust. This step will take the most time.

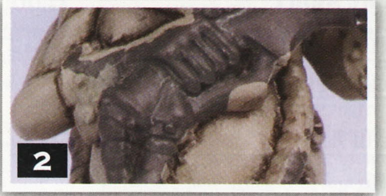


Step 4.) Basecoat the panels of the armor with Thamar Black. When this is dry, use a stippling effect to apply Coal Black and Cryx Bane Highlight. Don't mix the two colors. Apply the Coal Black first, and while it is still wet on the model, add the second color so the two blend to create a mottled, greenish hue.

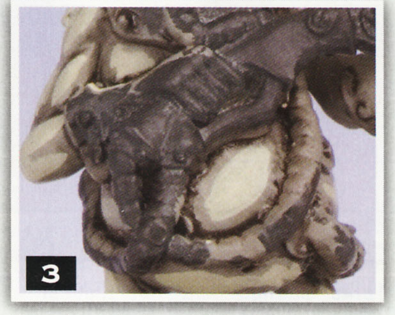
How to Paint Undead Flesh FAST!



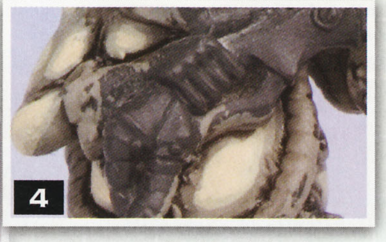
Step 1.) Basecoat all of the flesh with Cryx Bane Highlight.



Step 2.) Apply a thin wash of Armor Wash. Paint it directly into the recesses to avoid darkening the skin too much.



Step 3.) Paint a layer of Thrall Flesh to establish the mid tone of the skin.



Step 4.) Layer on a final highlight of Menoth White Base. After the flesh is finished, basecoat and wash the metal areas of the tubes and weapons using the metal technique from the Bane Knights.

Ron Kruzie: Skorne

RON'S SKORNE ARMY	(750)
MODEL/UNIT	**POINTS**
Lord Tyrant Hexeris	67
Titan Gladiator x2	218
Paingivers (4) x2	72
Ancestral Guardian x2	56
Agonizer	30
Basilisk Krea	64
Venators x10	114
Cataphract Cetrati x6	92
Venator Catapult Crew	32
Total	**745**

Black = Same · Blue = Change · Red = New Models

I'm going to take a more narrative approach in describing the games I played for this round...

...The earth shook beneath the feet of the Cryx army when Lord Tyrant Hexeris' cohort assembled on the battlefield. The two armies clashed and the dead piled high in the center. The titans slammed into the bonejacks and Deathjack, supported by the agonies of the tormented tools of the Skorne. On the right flank, the Venators under Death March held strong against Bane Knights. Bile Thralls and Pistol Wraiths whittled away at the left flank, but the Cetrati stood firm.

The Skorne cohort circled around the beaten Cryxians. The witches shrieked as one of their sisters fell before a hail of reiver needles. Hexeris moved around the vile Deathjack to take the life of another witch. During the Spirit Leaching of the final Witch, she willed the Deathjack to engage Hexeris and stop the torment with a hail of crushing blows. Fortunately, for a master of Mortitheurge, death is only a minor inconvenience.

In the next battle, the Skorne faced a band of Privateer scum. Though the Skorne launched a full charge into the maws of guns and cannons, the pirate rabble found it difficult to hit because of the Krea's Paralytic Aura. The Venators and Sea Dogs exchanged shots, the pirates horrified as they saw the Skorne briefly rise again under the power of Death March.

The battered Skorne line smashed into the ranks of the Privateers as Hexeris repositioned onto the hilltop overlooking the battlefield. Supported by the Krea, Hexeris cast Deathbringer. Using the weakened mechanical warjacks against his opponent, Hexeris began to destroy the pirates while dodging every shot thrown at him with skilful ease. Then, the rat Montador made his last mistake by emerging from hiding. Hexeris fell on him with Gulgalta, and the pirate captain's tortured screams echoed across all Immoren.

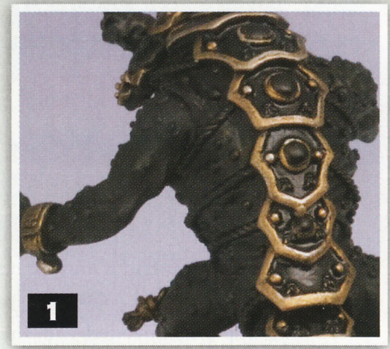
As the conquering armies of Skorne marched forward, they came upon the greatest threat so far—the Legion of Everblight.

The Strider scouts quickly took down the Venator Catapult with a few keenly placed shots. The Striders proved hard to hit, and when struck down, they gave birth to the much nastier abominations incubating in their frail shells. The Cetrati engaged

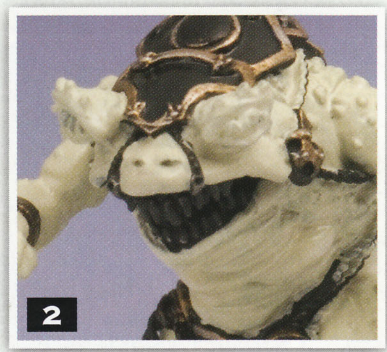
the Legionnaires on the left flank. The souls of the fallen Cetrati fuelled the Ancestral Guardian, and it delivered the final blows to Gudrun and the unleashed Raek. Hexeris reaved the fury from the Raek, hoping to leach the spirits of the relentless Legion tide, but the Skorne were falling all around from arrows, blades, and the blighted poisons of the Scather.

On the right flank, a titan destroyed everything in its path—nothing could stop it. Thagrosh led the Legion into the heart of the Skorne cohort and Hexeris saw his victory stolen by the Legionnaires' swift strikes on the lord tyrant's back. Maybe next time Thagrosh will have the courage to face Hexeris head on. Until then, we all know that the Legion must fall before the everlasting winter arrives.

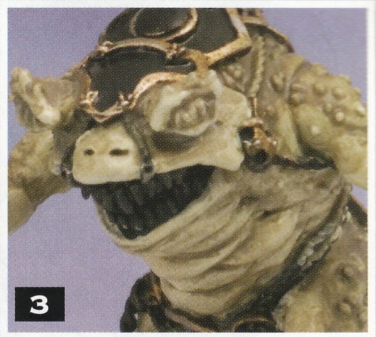
Ron's Method for Painting Krea and Skorne



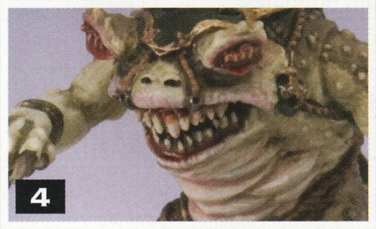
Step 1.) Drybrush Rhulic Gold onto the armor and Pig Iron on the steel areas. Give all the metals a very light drybrushing of Quick Silver on the uppermost raised areas. Clean any over-brushing with Thamar Black. Use a brush-on gloss overcoat to give the black armor plates an enameled look.



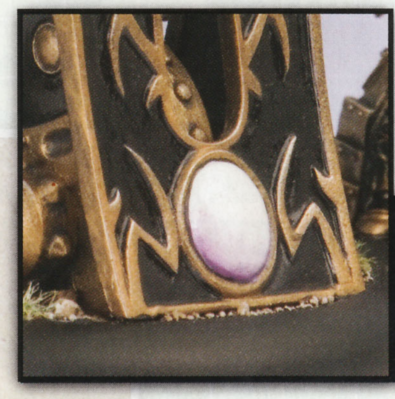
Step 2.) Use a basecoat of 80/20 Menoth White Highlight and Thrall Flesh for the skin. When painting Skorne warriors this way, use a mix of 70/30 Menoth White Highlight and Hammerfall Khaki.



Step 3.) To shade the flesh, layer three progressively darker washes. The first mix uses the basecoat color with Mixing Medium and a touch of Thornwood Green. Next, add more Thornwood Green to the above mix and two-brush blend the wash into the recessed areas of the back, moving toward the spinal armor plates. Lastly, add Thamar Black to the above mix and blend this between the fingers, toes and back nearest the armor plates. For Skorne warriors, wash the entire flesh area with a mix made from the basecoat and Thornwood Green.



Step 4.) Highlight with the basecoat color onto the legs, forearms, and belly. Then, add a touch of Khador Red Base to the basecoat color and thinly wash this onto the belly. Use a mix of 95/5 Menoth White Highlight and Thrall Flesh to finish the feet, hands, and the belly. Hit the warts with pure Thrall Flesh. For the flesh of a Skorne warrior, use the basecoat as the highlight.



Mimicking Pearl Effects

I painted the blood pearls on my models using Morrow White with a few glazes of Quick Silver to give it a pearl essence. Follow this with a little shadow of Beaten Purple and Skorne Red, and finish with some brush-on gloss.

Quentin Smith:
Privateers

QUENTIN'S PRIVATEER ARMY	(750)
MODEL/UNIT	**POINTS**
Captain Bartolo Montador	71
Mariner	110
Buccaneer	61
Vanguard	76
Bosun Grogspar	26
Dirty Meg	23
Freebooter	92
Master Gunner Dougal MacNaile	28
Sea Dog Crew (6)	59
Sea Dog Rifleman UA	11
Mr. Walls	22
Sea Dog Deck Gun x2	46
Doc Killingsworth	19
Aiyana & Holt	43
Herne & Jonne	42
Reinholdt, Goblin Speculator	15
Total	**744**

Black = Same · Red = New Models

Man overboard! Montador almost had a mutiny on his hands this round. With two losses and one much needed win, the Privateers aren't very happy with their captain.

I entered the third installment of the Studio Showdown with hearty 250 points to spend, and it seemed the right time to fill out the ranks without straying too far from my gun-heavy theme. I first recruited a multi-purpose unit of Sea Dogs and added a bit of long-range support with a Sea Dog Rifleman UA. Mr. Walls allows the unit to advance deploy, a handy way of stalling some of the enemy line so that my cannons can focus on key targets. Doc Killingsworth brings a bit of "security" to my army when he doles out 4+ Tough checks. Those checks were a nice idea, but one that failed to pan out for me throughout the games! Next up, the fun stuff – cannons. I added two Sea Dog Deck Guns to put a bit of pressure on enemy infantry. I had a good conversion idea in mind for Herne and Jonne that, in combination with the 3" AOE templates each round from Jonne's gun, made including them a sure thing. I spent my few remaining points on Reinholdt. His special ability would allow Bart to use his spray attack three times per round. (Combine Hotshot with the Broadsides spell, and you have a wave of death!)

My first match against Ron's Skorne horde was a fantastic game that had moments where I thought it was all wrapped up, only to drastically change the next turn. His forces looked quite imposing lined up from table edge to

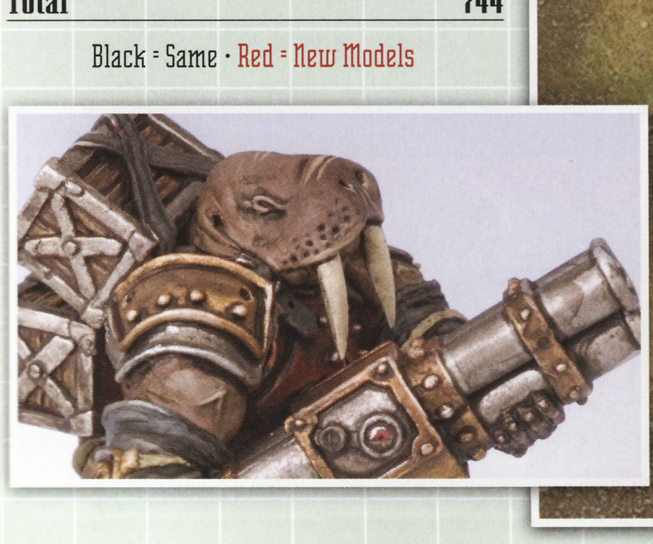


table edge. My cannons did their job and quickly thinned his ranks . Lady Aiyana and her bodyguard were star players. Aiyana "kissed" both titans, helping in their removal from the table prior to engaging any of my troops. As the game came to a close, things looked good for Montador and his band, until I left a gap just wide enough for Hexeris to get at the captain. Hexeris leapt at the opportunity and took Broadsides Bart out in a single round of combat. Wait a minute. He gets a 4+ tough roll. Maybe he'll make it. Nope!

Matt and his Legion of Everblight horde from hell were my next match-up. I beat them easily. Just kidding—he crushed me into the ground with his clever use of troops and an "interesting", yet legal, take on Thagrosh's Mutagenesis spell. I entered the game hoping to lure his army close enough to pop Bart's feat, then charge into (and hopefully hurt) Thagrosh. Matt anticipated this move and countered it by keeping Thagrosh just outside of my control range. He then used Mutagenesis to swap Thagrosh with one of the Legionnaires flopping around on the ground near Bart's smelly boots. As Mutagenesis "places" a model instead of "moves" it, Thagrosh appeared right next to Bart without being knocked down by my feat. The blighted warlock killed Montador in the most humiliating of ways. Wait a minute; he gets a 4+ Tough roll. Maybe he'll make it *this* time. Not a chance!

My last game was against Rob's Cryx army. I knew this would be a challenging fight, but I really didn't want to lose three times in a row! Luckily for me, Rob changed 'casters prior to this round. A lack of " 'caster confidence" automatically gives one the worst of luck. I could almost hear Deneghra shouting angrily from inside Rob's figure case. By the end of Round Two, both armies were caked in blood and necrotite! Highlights included my Off Road-boosted Freebooter charging across rough terrain to by-pass an Imprisonment spell and engage the mighty Deathjack. Both the Freebooter's clamps hit their mark, hoisted the Deathjack into the air, and heaved it against the Imprisoned area. Rob's Necrotech birthed six Scrap Thralls in the middle of his battle line. A well-placed shot from my Mariner plastered one of the thralls, triggering a chain reaction of epic proportions. All the Scrapthralls exploded, killing the Necrotech and injuring one of the Witch Coven. Cannon fire took out the first member of the trio. Another was weakened when hit by a flying Bane Knight tossed by Grogspar's hooky hand. Montador finished her off with a good spray down, saw his opening, and sprinted for the last member of the Coven. He used his feat to help keep the Deathjack at a distance. It took a few rounds to close in on the Egregore and the last witch. Luckily, Doc healed Bart to full health and managed to finish off the last Cryxian 'caster.

I feel like I'm getting a better grasp on the game and have thoroughly enjoyed this round. Each game provided an entirely different set of challenges and kept me on my toes the entire time. The Sea Dogs didn't do much, but maybe I'm not using them well I can't wait for next round when we get to add another 'caster. My ears are already ringing with excitement from the king of cannons, the Commodore!

Secrets of the Wild:

MIGHT OF THE KRIELS

TROLLBLOOD TACTICS

By **David 'DC' Carl**
Art by **Matt Dixon** and **Andrea Uderzo**

The scattered trollkin kriels have come together to defend their homes, their kin, and their way of life. Though relatively few in number, they are mighty in battle, and their pacts with the full-blood trolls of western Immoren have made the trollkin a truly potent force on the battlefield.

1. Fury Management

Outside of their warlocks, Trollblood armies do not have the latitude other HORDES forces enjoy for managing the fury on their warbeasts. This makes knowing when to force, rile, and leach more important than ever in order to maximize Trollblood warbeasts' and warlocks' FURY stats.

The Krielstone Bearer and Stone Scribes' Fury Vault can help ensure a steady stream of fury for warlocks, but the Krielstone's Protective Aura is also an invaluable asset and ties directly to the amount of fury stored in the stone. This makes balancing Fury Vault versus Protective Aura range very delicate. Generally, warlocks will more frequently look to their warbeasts for fury rather than depleting the investment that protects their tribe.

Other than a scant few warlock-specific abilities, Trollblood armies cannot remove excess fury points from warbeasts and/or direct their frenzy attacks. This ensures that the trolls play by the rules, so to speak, by carefully forcing, riling, and leaching rather than digging into a bag of tricks to make their beasts pay heed to their masters. Fortunately, the kriels' powerful warrior models can form a Trollblood horde's backbone and dish out significant damage with minimal aid from warbeasts.

2. Safety First

Ensuring the safety of a Trollblood warlock requires slightly different considerations than most factions face as even the most fragile and arcane trollkin 'lock resides on a medium base. Fortunately, the medium bases of most other trollkin provide an ample shield between a warlock and his enemies. Pay special attention, however, to effects like Armor Piercing and Needle Burst that gain increased effectiveness against medium-based models.

Trollblood warlocks should consider the Krielstone Bearer's Protective Aura their first line of defense. A reliable +2 ARM bonus is impressive when added to Kegslayer's prodigious ARM 17 and indispensable when added to Doomshaper's ARM 14. All Trollblood warlocks also have Tough, but a one-in-three chance of survival is also a two-in-three chance of death. Relying on Tough to keep a warlock alive spells defeat more often than victory.

The Troll Bouncer and Earthborn Dire Troll provide additional defensive options. The Troll Bouncer has a deep defensive toolbox—Castling can be used after a warlock's activation to tuck a warlock a couple inches farther back into his horde, Guard provides an excellent DEF bonus against most ranged or magic attacks, and Bump can ensure that a raging Carnivean only gets one attack against a warlock before calling it a day. The Earthborn's fascinating Transmute animus can, under the right circumstances, grant even Doomshaper an ARM value of 23. Only the most determined and powerful foes can hope to break through that, but beware of effects that move, push, or place the warlock's symbiotic armor-bearer away from its important position.

3. Army Building Challenges

The Trollbloods' typically very self-sufficient models and units do not pose any particularly daunting army building challenges. The broad range of models capable of providing positive buffs to other models and units, however, makes even these self-sufficient troops more potent on the field of battle.

Along with powerful buffing models, Trollbloods have a great selection of warrior models/units and animi. One can find it very tempting to bring a little bit of everything to battle, leaving one with a haphazard mix of models that does not gel as well as it could. Plan out what buffing models will go with what models / units, and avoid duplicating animi with similar effects (like Flaming Fists and Rage) to maximize versatility.

Trollblood players must avoid one final pitfall—an over-reliance on melee power. While none can deny the raw melee efficiency of the trollkin and full-blood trolls, some armies have powerful means of blunting such attacks. Including even just a moderate quantity of models and units with ranged attacks can make a big difference in limiting brutal effects like Baldur's Broken Earth or Saeryn's Foreboding feat.

4. Hired Help

Though trollkin do not rely on the souls or bodies of their fallen to power their feats or magic, things like Fell Calls, trollkin historical tales, and the mighty Krielstone Protective Aura mean nothing to those people and species available for hire. This means that most Minions hired by Trollbloods should be the type who can operate independent of the main force and outflank their enemies. Alten Ashley, the Totem Hunter, Bog Trog Ambushers, and Gudrun the Wanderer all fill this role. Particularly in scenario play, it can be vital to have army elements that can wander far from the main force.

Minions also have support models/units that stack upon the already impressive range of Trollblood buffing abilities. The Swamp Gobbers Bellows Crew can block lines of sight or de-buff enemy models' attack rolls, Farrow Bone Grinders grant warlocks greater range for their offensive spells, and Feralgeists give fallen full-blood trolls a second chance to serve the kriels.

That's an extensive list, but use Minions sparingly. Every army point spent on Minions takes a point from the beautiful synergy that every Trollblood player knows and loves.

5. Melee Mastery

WARMACHINE and HORDES players know that melee attacks have more intrinsic efficiency than ranged attacks. Melee attacks have no limitations with regard to Rate of Fire, typically have higher average P+S values than the POW of ranged attacks, and models with multiple melee weapons far outnumber models with multiple ranged weapons. It should come as no surprise, therefore, that Trollblood armies have more powerful and plentiful melee attacks than ranged attacks.

Trollbloods take this concept to a whole new level relative to the other factions across both games. Trollbloods can deliver a downright overwhelming quantity as well as quality of melee attacks, and models like Trollkin Champions, Long Riders, and Dire Trolls set the standard for dishing out pain in HORDES. This is arguably the greatest strength of the kriels and should be brought to bear against their foes with extreme prejudice.

With this great strength, however, comes a great potential liability. As noted earlier, feats like Broken Earth or Foreboding can really put a crimp on a melee-focused offensive. To help with this, consider ranged attack models that can hit multiple enemies at once. The sprays of the Scattergunners and Fell Callers and the d6" line hit of the Thumper work well for dealing with groups of foes.

Pyre Troll
• Ranged: RNG 8, POW 12
• Melee: P+S 11
Winter Troll
• Ranged: RNG SP
• Melee: P+S 11
Blitzer
• Ranged: RNG 12, POW 13
• Melee: P+S 15

Without investing in at least a handful of ranged attacks, a Trollblood army can find itself stopped cold in its tracks. One good option comes from models that can shift quickly between melee and ranged attacks. The Pyre Troll, Winter Troll, and Blitzer can all perform impressive melee power attacks or fight off several foes in melee at once, but they can also switch to a ranged game when required.

6. Power Buffers

A Trollblood army can enhance the effectiveness of its warrior models / units to an extent unparalleled in HORDES. Fell Callers, Stone Scribe Chroniclers, Krielstone Bearers, Unit Attachments, Special Weapon Attachments, spells, animi, and abilities can all stack on top of a warrior unit's innate abilities to make it more powerful. It is vital to keep the timing and positioning of these powerful buffing models / units in mind when planning out and executing a key turn. On its own, a unit of Kriel Warriors can go toe to toe with opposing trooper models. With War Cry, The Charge of the Trolls, the Standard and Piper, Caber Thrower, Guided Hand, Rage on a couple key models, and Crusher, they can tackle any enemy.

Experience teaches best, but while adjusting to the synergy of the Trollbloods, it often helps to begin each turn by activating any models that will play a strictly support role that turn. Read the scroll. Call the Fell Calls. Chant to the rock. Prepare your forces from the start lest those powerful buffs go forgotten.

MADRAK IRONHIDE, THORNWOOD CHIEFTAIN

The tough chieftain of the Thornwood is a mighty physical combatant capable of hurling Rathrok with great force through one foe and into another or carving down swaths of enemies in his path. His arcane powers do not match his peers, but the chieftain's armies form a potent force on the battlefield nonetheless.

Fury Management

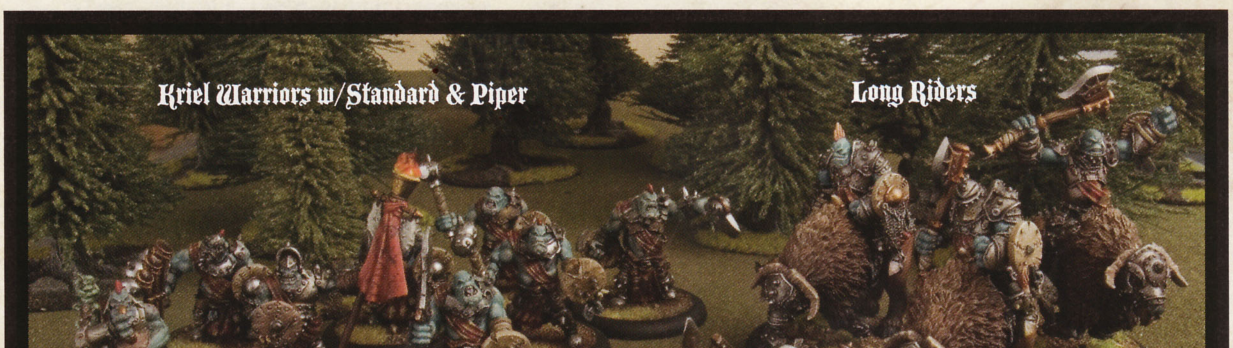
Ironhide has trickier fury management issues than most warlocks. His FURY 5 means things run a bit tight to begin with, but then he frequently wants fury for boosting melee attack and damage rolls, casting his spells (none of them upkeepable), or casting animi. One can afford to leave Ironhide without fury points more often than some warlocks, due to good ARM and the Scroll of Grindar's Perseverance, but he is by no means invincible. Decide at the start of your turn how Ironhide will spend his limited fury as this often dictates the actions of the army around him. An army can run fast and loose with Guided Hand on the frontrunner models / units but will often remain in tighter proximity while using Sure Foot.

Warbeast Preferences

When selecting Ironhide's warbeasts, consider those that make him personally superior in combat. Troll Impalers and Dire Troll Maulers top this list. Ironhide's Thrown Axe boasts the highest ranged damage potential in the Trollblood arsenal (excluding combined ranged attacks) and can hit up to two targets per activation. Boosting the range or the damage with the Impaler or Mauler respectively really allows Ironhide to impact the battle. Once in melee, the Dire Troll Mauler or the Pyre Troll allows Ironhide to dish out the pain like the mightiest of warbeasts. Beyond those possibilities, any Trollblood warbeast provides valuable options for combat, utility, or animi as dictated by the needs of the army.

Army Composition

Beyond the beasts mentioned above, the models / units that fit best into an Ironhide army come in three types. The first type includes units with solid DEF that can take maximum advantage of Sure Foot. Pygmy Troll units and Trollkin Champions are two of the best candidates here, especially when stacking effects like Fog Cloud, The Valley of Mist,



Another way to build your army takes advantage of Crusher. Kriel Warriors (with Officer and Piper) and Long Riders excel again here. Both have a 5" unit formation for stomping through enemy ranks while Long Riders also claim Reach. Boost the effectiveness of the Long Rider Kithkar via War Cry, Rage, and The Charge of the Trolls, and watch him carve a mighty gash through the foes of the Trollbloods.

or Cover on top of existing defenses. The second type includes models that can take maximum advantage of Guided Hand. An additional melee attack die can save Kriel Warriors or Long Riders, especially when seeking to take advantage of Pile Driver or Bull Rush, respectively.

Play Style Notes

Many Ironhide players rely almost solely on the power of Sure Foot to win the day or at least hold defeat at bay. However, the Chief of the Thornwood has powerful tools in both Guided Hand and Crusher. When enemies come in range, Crusher, a pair of Guided Hand spells, and some Thrown Axe action can provide more long-term defense than a zone of +2 DEF and no knockdown. Dead enemies, after all, can't hit models regardless of their DEF.

The Sure Foot plus double-hand throw option is probably also worth noting, especially given the wealth of Trollblood warbeasts capable of performing that power attack. While potentially both surprising and devastating, such a move remains only an *option* for use as the battlefield allows. Relying on the trick to the exclusion of other strategies and tactics can expose real weaknesses in Ironhide's army.

HOARLUK DOOMSHAPER, SHAMAN OF THE GNARLS

As a night-and-day contrast to Ironhide's tremendous physical strength, the Shaman of the Gnarls boasts tremendous arcane power. Doomshaper has the highest FURY stat among Trollblood warlocks and a whole suite of offensive magic to turn against the enemies of the kriels.

Fury Management

Doomshaper has little real difficulty with fury management due to his impressive FURY, Gnarlroot's Withered Staff rule, and his ability to keep even frenzied Dire Trolls from ever turning on their own. On top of that, the Scroll of the Will of Balasar allows him to direct a frenzied warbeast to the target of his choosing once per game. As Doomshaper does not always need all his fury in early game turns, he benefits greatly from the Fury Vault of the Krielstone to bank fury for later or provide protection to his horde.

Warbeast Preferences

Dire Trolls fit naturally with Doomshaper, and the Earthborn Dire Troll ranks first among them. While a potent beast in its own right, with FURY 5, Adaption, and Elemental Communion, the Earthborn can allow Doomshaper to reach an ARM value of 20+ rather than his meager 14. The Troll Bouncer is another key warbeast for Doomshaper as it grants high Transmuted ARM (from the Earthborn), solid DEF via Guard, and its Castling ability can allow Doomshaper to retreat a precious base width away from the action after launching an onslaught of offensive magic at his foes.

Army Composition

The Krielstone Bearer and Stone Scribes and the Farrow Bone Grinders both make excellent support units for Hoarluk Doomshaper. Enhanced ARM and extended spell range are both very useful boons for the Shaman of the Gnarls. A Doomshaper horde commonly includes more warbeasts than most Trollblood hordes due to his extensive control area and abilities that keep even fury-laden warbeasts under some semblance of control. Units of trollkin or Pygmy Trolls with Doomshaper should focus on taking out large quantities of lightly armored enemies as the warbeasts can handle the harder targets. Thumper Crews, Scattergunners, Bushwhackers, and Kriel Warriors all work well in this role.

Play Style Notes

The aged shaman is a potent spell-caster capable of disrupting enemy movement via Vexation, enemy warbeast control via Rampager, enemy offense via Accursed, enemy upkeep spells via Dissolution, and enemy focus / fury usage via Dhunia's Wrath. Defensive abilities from the Earthborn, Bouncer, and Bone Grinders keep him well-protected, and though he boasts somewhat limited army support relative to his peers, he thoroughly screws over an enemy army when 11-14" away from key models / units.

GRISSEL BLOODSONG, FELL CALLER

Grissel Bloodsong is a unique warlock in that she adds Fell Calls to the usual arsenal of a melee attack, ranged attack, spells, animi, and a feat. Fell Calls allow her a free buff or de-buff effect every turn. A master of these abilities can dictate the terms of battle and then crush foes under the might of the kriels.

Fury Management

Bloodsong's Fell Calls incline her towards warrior models more than warbeasts, so her controller faces limited fury as often as a surplus. Filling a Krielstone to capacity on the first turn of the game can go a long way towards alleviating fury management problems in the mid- to endgame, but using warbeasts in a support role rather than as front line combatants can often be the best way to go for a Bloodsong horde.

Warbeast Preferences

The Fell Caller warlock has only half the spells of a usual FURY 6 warlock to counterbalance her Fell Calls. This limitation means that animi form a vital facet of warbeast selection. The Dire Troll Mauler's Rage and/or the Pyre Troll's Flaming Fists both make excellent animi for models under the Heroic Ballad Fell Call. The model's own attacks receive the animus bonus as does the bonus attack provided by the Call. The Troll Bouncer's Bump, Winter Troll's Freezer, and Earthborn Dire Troll's Transmute can provide the defensive complement to those offensive tools to protect valuable warriors like unit Kithkars while on the front lines.

Army Composition

No Trollblood warrior models could aptly be called a bad way to go with Grissel Bloodsong. The Heroic Ballad Fell Call, though primarily melee-oriented, can make a model / unit Fearless for a critical turn. Every model can benefit greatly from the repositioning of Hoof It, the protection afforded by Cacophony, or the combat bonuses of the Calamity spell. A solid mix of warbeasts, combat troops, and support models make for a successful Bloodsong list with a slight emphasis on the combat troops portion. Fell Callers still hold a place in her armies, but carefully watch their interaction with Grissel. Reveille for just one Kriel Warrior can rob the whole unit of benefiting from Heroic Ballad and Hoof It during the Fell Chorus.

Minion units cannot benefit from Fell Calls and gain minimal benefit from Fell Chorus (just slight protection against charges or spells), but the potent Calamity spell works as well for Bog Trogs as it does for Kriel Warriors. A Minion here or there can be quite a boon when the scenario calls for an Ambush or to lend support in the form of Swamp Gobbers' Fog Cloud or the Bone Grinders' Craft Talisman.

Play Style Notes

As with most warlocks with a strong feat, Bloodsong's primary offense comes during the round she calls for Fell Chorus. Friendly Trollblood models / units gain extra attacks and movement while enemy models / units are limited in their counterstrike. Before and after her feat, Grissel Bloodsong provides a strong additional layer of support for her forces in the form of spells, animi, Fell Calls, and well-placed shots from her hand cannon.

GRIM ANGUS

Grim Angus is a real anomaly among Trollblood warlocks. He stands alone as having higher DEF than ARM, the longest-range Trollblood weapon, and the ability to ignore most line-of-sight restrictions. He also boasts a board-control feat rather than a feat designed to smash face in some way, shape, or form. Mastering Grim Angus requires one to think a bit outside the usual Trollblood box, but his changeup play style can really catch opponents off guard.

Fury Management

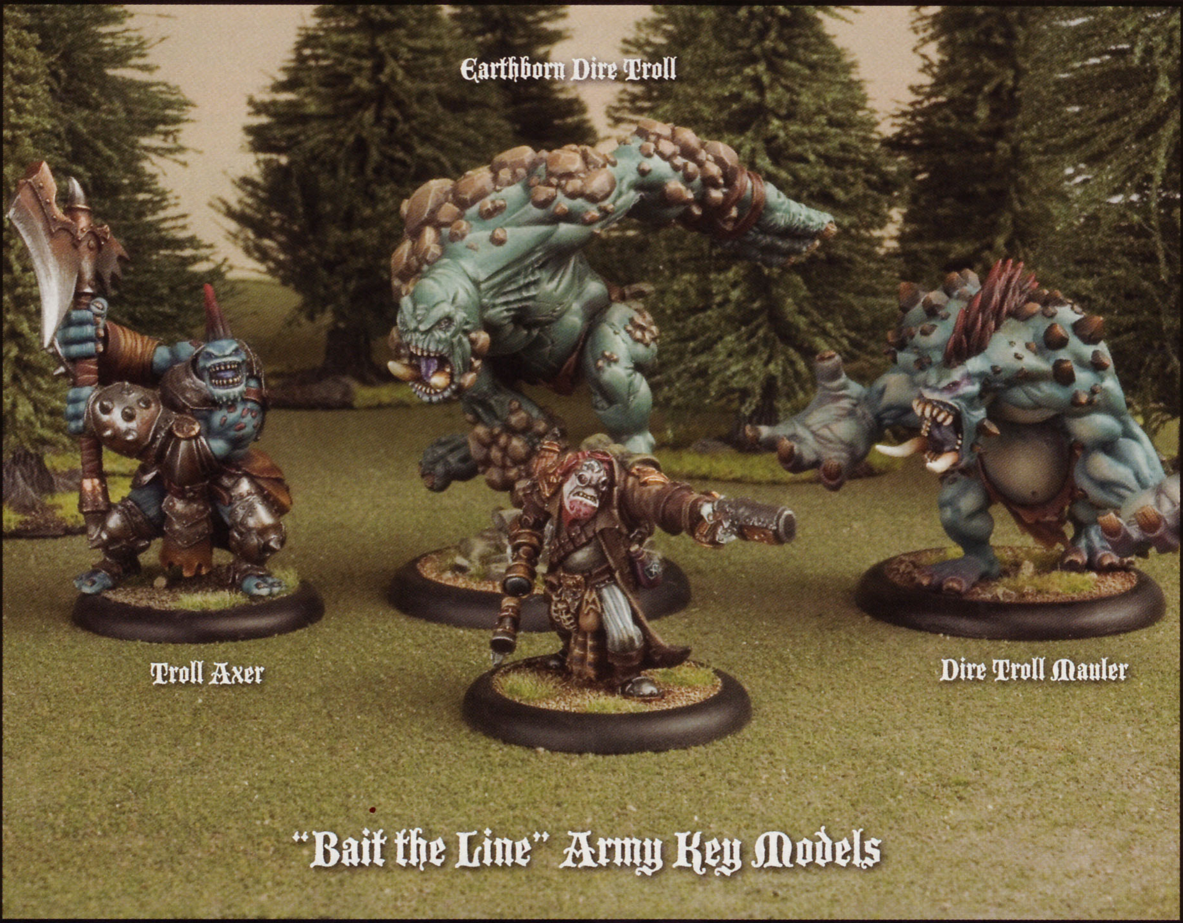
Grim Angus frequently leads from the rear or takes up position behind trees or cover, so he can often get away with holding less fury for damage transference than other warlocks. This frees up the majority of his FURY 6 stat for dealing with his warbeasts. A Krielstone's Fury Vault can prove beneficial once his army begins losing warbeasts, but Grim typically struggles less with fury management than many warlocks.

Warbeast Preferences

Due to his characteristics as a sniper, Grim Angus requires fewer defensive animi than many Trollblood warlocks. Instead, his 'beasts should focus on aggression. A Troll Axer is an exceptional choice for Grim Angus as the movement enhancement of his Bait the Line ability stacks with Rush to allow warbeasts to charge at SPD +7" across rough terrain and obstacles without penalty and without being forced. Add in Lock the Target or Mantrap to enhance the accuracy of a warbeast's blows, and a "safe" enemy can suddenly find itself a hearty Dire Troll snack. Grim's Cross Country spell makes a Dire Troll Blitzer an interesting choice. Not only can it fire through woods with impunity, but it can also move freely through those woods to double-handed throw, charge, or slam when a suitable target presents itself.

Army Composition

Grim Angus's first army selection should be a model / unit that takes advantage of Return Fire. Pyg Bushwhackers make the most natural choices, but Pyg Burrowers, Fell Callers, Impalers, Pyre Trolls, and Trollkin Champions all have decent DEF stats, especially when combined with defensive use of terrain. Note that the return attack does *not* need to target the model that missed. Use the Fell Caller's Spray or Pyre Troll's AOE against clusters of troops rather than against the model that triggered Return Fire. Models with ranged attack options should remain a high priority as Spread the Net has more use when the forces of the kriels can attack their enemies without fear of retribution. Minions are not a high priority for Grim Angus, but Fog Cloud from Swamp Gobbers and the Gatormen Bokor's Swamp can help dictate the terms of battle, the Bone Grinder's Craft Talisman can extend the range of Grim's offensive spells to match the range of Headhunter, and Alten Ashley can provide additional sniper support for a faction with limited long-range options.



Grim should also have warbeasts capable of taking advantage of Bait the Line and additional troops and support to smash into enemies drawn out of position (due to Spread the Net or Tether) or suffering DEF de-buffs (due to Lock the Target or Mantrap). The Dire Troll Mauler, Dire Troll Blitzer, and Troll Axer all fit the bill.

Play Style Notes

As far as Trollblood armies go, a Grim Angus list can play a far stronger waiting game than most – just as one would expect from the expert hunter and marksman. Take advantage of the Alchemical Goggles and terrain features to keep Grim relatively safe while wearing down the opposition. Then smash into foes with turbo charges using Bait the Line coupled with Rush to bring down the toughest enemies.

BORKA KEGSLAYER

Borka Kegslayer appears as a straight-up beat stick warlock at first glance – a trollkin ready to turn his entire force into a drunken revelry of slammed enemies trampled under the feet of the kriels – but looks can deceive. Kegslayer has a number of interesting tricks available in the form of Bounce, Bum Rush, and Liquid Courage, and even Barroom Blitz has far more nuance than one might think at first.

Fury Management

Kegslayer's low FURY stat gives him the same difficulties as Ironhide when it comes to managing warbeast fury. A relatively low warbeast count can counteract this, and a Krielstone can help ease the pain of lost warbeasts, but the fact remains that Trollblood players need to get good at estimating when and where to push their beasts without the tricks available to the other HORDES factions.

Warbeast Preferences

Borka Kegslayer's spell list lends itself to a variety of warbeasts, and he has no particular need for specific animi. The Impaler's Far Strike animus can lend extra range to bomb throws, or the Earthborn Dire Troll's Transmute can give Borka better ARM than usual for frontline combat, but Kegslayer works effectively with a broad range of warbeasts.

Army Composition

Borka likes a fairly broad range of troops in his army lists, but the sturdier the troops, the better. High-wound models have greater chances of surviving enemy attacks to take advantage of Mosh Pit free strikes and also make better candidates for the potent but risky Liquid Courage rule. Long Riders, Trollkin Champions, and Fell Callers typically make up the bulk of this hardy force, but a few ranged attacks and support elements can also cover over weaknesses in the offensive.

Play Style

A Kegslayer army should have relatively little trouble against enemies without Reach. Long Riders or Kegslayer himself with a little Liquid Courage can make powerful attacks against non-Reach enemies without the usual drawback. Similarly, Champions and Dire Trolls that survive the attacks of non-Reach enemies can cut them down mercilessly upon the triggering of Mosh Pit. All this makes taking out enemies *with* Reach a high priority. Aim your available cannons, spears, or rifles towards these targets fairly often.

Victory with the drunken master of the trollkin often comes down to remembering the little things. Use Liquid Courage in early turns *after* a unit activates in order to give them immunity to knockdown even though you don't use the other portion of the ability. Alternately, couple Liquid Courage with a double-handed throw to catch an opponent off-guard. Use the bomb's Bounce rule to gain an extra 2" plus a base width of range and/or to ignore a target's true DEF value or even ignore powerful defensive measures like Stealth. Perhaps most importantly, plan your order of attack carefully during the Barroom Blitz. Let that Dire Troll Mauler wreck face instead of slamming with his first attack, and leave the slamming to weaker models. After all, even the Keg Carrier can slam the mightiest warbeast during Barroom Blitz.

Conclusion:

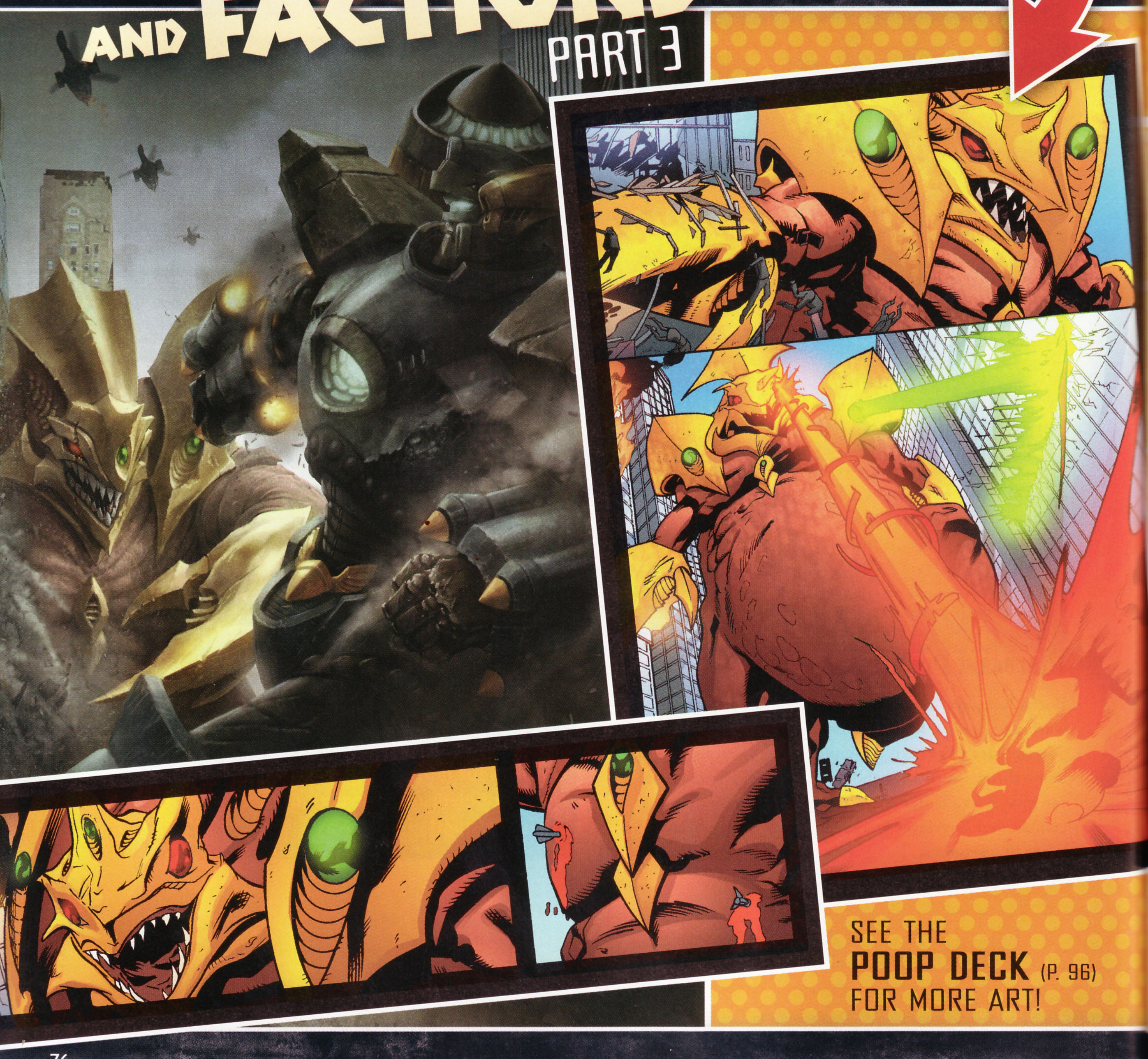
The trollkin kriels are hardy combatants capable of great feats of melee prowess. Between their natural strengths and manifold options for buffing models / units to ever greater heights of destruction, there is little that can stand in their way.

MONSTERPOCALYPSE™

AGENDAS AND FACTIONS

PART 3

Privateer Press and Across the Pond Studios™ have teamed up to create a new comic miniseries, published by Desperado, introducing the world of giant monsters from *Monsterpocalypse*. Here are some samples from the limited edition issue, available *only* at the 2008 San Diego Comicon. Go to the show and get your copy while supplies last!



SEE THE **POOP DECK** (P. 96) FOR MORE ART!

FACTIONS

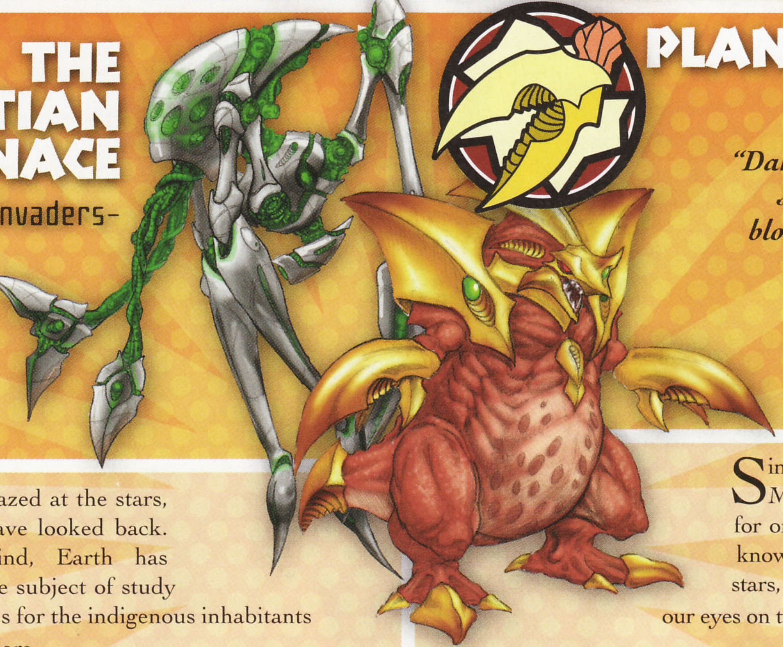
No Quarter concludes the previews of the various Monsterpocalypse factions with the aggressive Martian Menace and ravenous Planet Eaters.

THE MARTIAN MENACE

-Invaders-

"Filthy, lying, cheating Martians! This will go down as the greatest con in the history of mankind.

—General George Norman, Chief Executive of G.U.A.R.D.



PLANET EATERS

-Destroyers-

"Damn tradition! It hardly seems fair to name that bloody comet after me just because I found it.

—Professor P. Thaddeus Blott, astronomer and namesake of the comet, *Blott's Folly*

For as long as man has gazed at the stars, silent alien observers have looked back. Unbeknownst to humankind, Earth has proven a particularly favorite subject of study over the past several centuries for the indigenous inhabitants of our planetary neighbor, Mars.

Mars, long since depleted of resources and reduced to a barren desert of red dirt, cannot provide the necessary sustenance for the Martian species. Seeing the error of their ways much too late, the Martians have looked beyond their home for new resources and, conveniently, found Earth right around the cosmic corner.

The Martians possess technology and methods of space travel that humanity will not discover for generations, but they lacked the capacity for a full-scale invasion of a neighboring planet when their own environmental apocalypse fell upon them. Starvation had taken its toll on the Martian population by slowing industry and depleting their military. The relocation of their species required patience and planning.

Their plan required the vast majority of surviving Martians to enter suspended animation while scientists and engineers constructed a fleet of ships and vehicles capable of conquering the Earth. Meanwhile, scout teams observed Earth, and harvesters mined the planet for resources to fuel the military effort back on Mars. Unfortunately, time was not on their side, and human technology developed far quicker than anticipated. Decades flew by between advances in the Martian military machine, and every year, humans developed greater power.

The Martians could no longer hide after the Roswell crash in 1947. In an effort to control the progress of man and gain inside intelligence, the Martians came forward to the governments of the world's leading nations and traded technology for resources, all the while steering humanity's progress in just the right directions to ensure its eventual vulnerability. This more open relationship sent additional resources back to Mars and productivity vastly accelerated. Shortly after the turn of century, the Martians removed their soldiers from stasis, said goodbye to Mars once and for all, and mobilized their fleet.

The invasion of Earth had begun.

Since the dawn of civilization, Man has sought in the heavens for omens of good or ill. Had we known what lurked among the stars, humanity might have kept our eyes on the ground.

Five years ago, astronomers discovered a new celestial body: a six-tailed, golden-hued comet streaking its way into Earth's solar system. The trajectory of the comet put it on course to pass within 67 million miles of Earth in 2007. This presented a unique opportunity for scientists to launch an intercept probe and study the most elusive of celestial wanderers. In late 2006, the Harbinger Comet Explorer launched and successfully intercepted the comet eight months later. The probe transmitted less than three seconds of video before contact was lost. Though awash in light and indistinct, more than a few observers claimed the images depicted a shape that resembled a giant eye.

Within hours of losing contact with the probe, the comet appeared to change course—intelligently! Its new trajectory would intercept Earth in less than five months. The defense forces of every major nation worked feverishly to move the comet off course with a barrage of nuclear warheads, but to no avail. Four hundred thousand miles from Earth, the comet split into six separate fragments that crashed at equidistant corners of the globe. Earthquakes and tsunamis shook the planet, and a sizable portion of Chicago disappeared forever in a massive crater that has since altered the contour of Lake Michigan. The Planet Eaters were here.

From the devastation caused by the impacts emerged six gargantuan, ravenous creatures and a host of lesser minions. These space-born terrors of impenetrable flesh and glistening metal stormed the landscape and devoured all but the very ground they walked upon. With no apparent purpose other than to consume everything in their path, these alien horrors continue to raze cities and repel every military force that dares stand before them. Humanity's only peace comes when it seems these creatures have had their fill for a time and burrow deep beneath the Earth's surface for a brief hibernation. Such respite brings little solace, however, for the beasts always return hungrier than before.

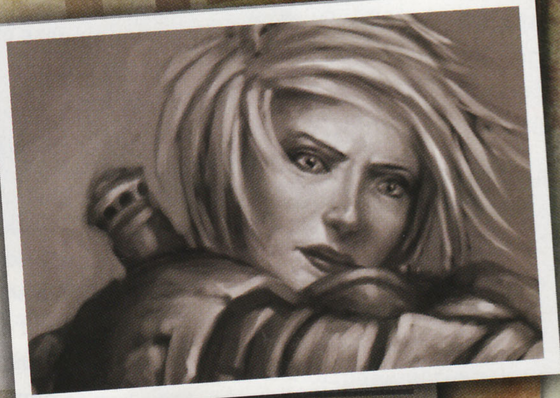
MW

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by **Douglas Seacat** · Art by **Andrew Arconti, Chippy** and **Matt Wilson**

ASHLYNN D'ELYSE



While she earns her coin as a sell-sword, it is a mistake to lump Ashlynn d'Elyse in with other mercenaries. I classify her instead as a Llaelese warcaster, one of the last surviving examples of the breed, as she clearly retains her national loyalty even when that nation has effectively ceased to exist. I actually believe Ashlynn is more dedicated to Llael now than before the invasion, a rather sad bit of irony. I suspect that Ashlynn has access to a stash of intact warjacks smuggled away from the collapsing Llaelese Army by Resistance forces before the fall of Merywyn. Their present location remains unknown.

—G.K.

Ashlynn Summary

Born: 577 AR near Merywyn, the only child of Sir Benoir d'Elyse, a master duelist of the Royal High Guard, and his wife Lady Elwynn.

Education: Privately tutored in letters 583-588; Attended Relysar Junior Fencing Academy 588-589; Learned Pistol & Blade style from Senior Duelist Lasivar Myven 590-591; Attended Royal Arcane Academe 592-598 AR for warcaster training. Continued to study fencing during this time.

Military Background: Contract service to Llael's Council of Nobles 598-603, including individual bodyguard stints for Archdukes Stagio Lymos of Esmyna, Tymeck d'Lyn of Lyngblad, and Balen di Voxsauny; Late 604 she joined Llael's 2nd Armored Brigade of the Western Division, the "Silver Lance of Llael", and fought with them against the Khadoran invasion until the surrender on the 12th of Cinten, 605 AR.

Disciplinary Actions: 601 AR - Killed the heir to Archduke Cherydwyn of Wessina in a duel. Authorities eventually ratified the duel as legitimate. Received numerous petty complaints 599-602 AR.

Post-Military Activity: Ostensibly turning mercenary after the occupation, Ashlynn has proven selective in choosing clientele. Nearly all of her employers belong to the enigmatic "Highborn Covenant", a loose affiliation of former Llaelese nobles. Ashlynn D'Elyse is clearly one of the foremost leaders of the Llaelese Resistance, funding its operations with H.C. contracts.

Family Status: Ashlynn's mother died of a wasting ailment in 588 AR. Prime Minister Deyar Glabryn included her father on the list of "potential threats" to the Khadoran occupation, which resulted in his execution after the fall of Merywyn in 605 AR.

Your daughter is truly an exceptional student, honorable sir. I humbly retract any of the snide comments I made when you initially proposed my taking her into training. You will forgive an old man for not quite believing that blood would tell. She is clearly your daughter. It is true she is not large of frame and her blows will never carry the strength of a more powerful arm, but I believe she can compensate fully for this by proper drill and training. Her aptitude with the blade is singular. There is no limit to what she can achieve if she sets her mind to it.

So much for the good, now to the bad. She has a disregard for discipline, for which I blame you not at all, knowing your own stern demeanor and low tolerance for nonsense. Some children have the will to defy the fiercest taskmaster. I also find her utter disregard for her own safety and her inability to take seriously the consequences of her actions disappointing. I pray this is only a consequence of youth. Everything seems a game to her. I am at the end of my wits as to how to express the severity of warfare or the dangers of the dueling arena. As I have become as fond of her as I am my own daughter, I find this admission painful. If she entered actual battle now, I fear she would prove a danger to herself and anyone relying upon her.

With that proviso, made in good conscience, I am otherwise in agreement that Ashlynn should enter the Royal Arcane Academe despite her tender age. She will be a handful to those instructors, but perhaps in time they will break her of these reckless habits.

With due regard, Sir Lassivar Myven *Senior Duelist, Fencing Tutor*

One fascinating aspect of Ashlynn D'Elyse's character is the clear change in her demeanor after her father's death. Consider first this account from one of her foremost mentors in the blade, sent to her father in 591 AR.

The attached excerpt is from a letter by Kommandant Gurvaldt Irusk to the High Kommand in late 603 AR, which explains why defining Ashlynn's "military career" is difficult. His assessment is accurate even accounting for Khadoran bias.

When evaluating the relative defensive strength of Ord and Llael, there can be no comparison. Llael's armed forces are in shambles. An exhaustive analysis follows, but Llael's handling of its warcasters provides the best example. While other southern nations have clearly recognized the importance of warcasters, Llael's military traditions have never properly dealt with such individuals.

Most Llaelese warcasters do not even receive a permanent officer's commission. Their oaths require them to be available and render their services when the military calls, but the Llaelese treasury pays and equips them only during times of war. Beyond training them, the Llaelese Army does not compensate or otherwise support its warcasters whatsoever. I cannot imagine a more ludicrous or shortsighted practice.

As a case in point, take the development of one of Llael's younger warcasters, a woman of considerable martial skill named Ashlynn D'Elyse. While she earned high marks at their foremost military academy, this clearly talented warcaster had to sell her combat skills to the highest bidder just to earn a wage. I understand she spent her "military service" as a bodyguard and duelist engaged in lawfully sanctioned murder-for-hire. Rather than developing this military asset and allowing her to serve among the soldiers of her army, she has spent her time fighting petty duels and trivial combats. Such wasted potential typifies Llaelese policy.

I have been eager to find more reliable witnesses for any recent pacts or agreements made with the Grand Scrutator Severius and his Northern Crusade. I intercepted the following letter sent by a former Royal High Guard gun mage to his brother in Five Fingers.

Artys, as you are my brother I will forgive your unkind remarks about our colleague in your last correspondence. You would not say these things if you knew her now. The Ashlynn you knew, even the Ashlynn who resisted the invasion, no longer exists. She died with her father, and the determination, drive, and seriousness—almost severity—of the woman who now answers to Ashlynn's name continues to surprise me daily. I spoke most adamantly against any agreements with the Menites, but Ashlynn had a better awareness of our grave situation than I. Her unrelenting arguments and subsequent events have shown me the error in my thinking.

I say this with absolute certainty: The Resistance would lie dead under the ruins of Rhydden if not for these allies, and Ashlynn is responsible for that salvation. The thought of a noble death standing alone against tyranny is a useless fantasy. Because of Ashlynn and our allies we survive to fight another day. It is an uncomfortable arrangement, yet essential, and none are more aware of the dangers to our survival inherent in accepting these allies of convenience than D'Elyse. You must come to terms with this. We are putting into place certain plans which will safeguard our future in the region, but meantime, trust the woman who has kept us alive and fighting this long.

Fynch d'Jamsyn

I have had difficulty finding detailed documentation on Ashlynn's deeds during the invasion. Obvious bias and hyperbole taint all such interviews. Former Llaelese military and Resistance members enjoy inflating these stories. To hear them talk, it's a wonder Khador could invade at all, given that Ashlynn was slaughtering them everywhere she went. I suppose some might argue she was always at the wrong places, but it stretches credulity. After some time, my enquiries unearthed the following, more likely, account by a former Llaelese Army major.

After the fall of Redwall Fortress, it became painfully clear we could not hold against the Khadoran threat. We accordingly planned our defensive engagements to emphasize harassment and delay tactics. Certain officers placed their hopes on the full mustering of our Cygnaran allies, but I was more pessimistic. Survival required waging a different sort of war. Ashlynn D'Elyse was an essential part of these operations.

The impact of her presence on the flagging morale of the men was tremendous. She took her 'jacks tirelessly from one conflict to the next. It is no exaggeration to say that all of us fell in love with her in those weary days. Even given the superiority in numbers and firepower of the enemy, she inflicted substantial losses. After Laedry's mercenaries folded, Ashlynn spent weeks harassing Khadoran supply lines, operating with little support. She had access to a number of Vanguard light 'jacks and a pair of Llaelese heavies, but they quickly fell into disrepair.

She put her life in peril bursting through a gauntlet of Men-O-War to buy time for the besieged garrison at Fort Llernas north of Merywyn in the month of Casteus in 605 AR. I was posted there. Her attack allowed us to fall back to Merywyn before the encirclement. I may be assigning too much importance to this event, but in my opinion Merywyn would not have held out as long as it did if this garrison had not been intact to man the walls.

I recall some controversy over Ashlynn's apparent insubordination during the final weeks of the siege. I do not know the particulars, but I believe she had reasons to dislike the handling of Merywyn's defenses. She may have disobeyed direct orders, but this must be considered in the face of the subsequent surrender of those officers. Those who would tarnish her reputation meekly bowed their heads while Ashlynn fights on.

Disease Name Generator

Secrets of Five Fingers • By Andrew Linstrom • Art by Brian Snoddy

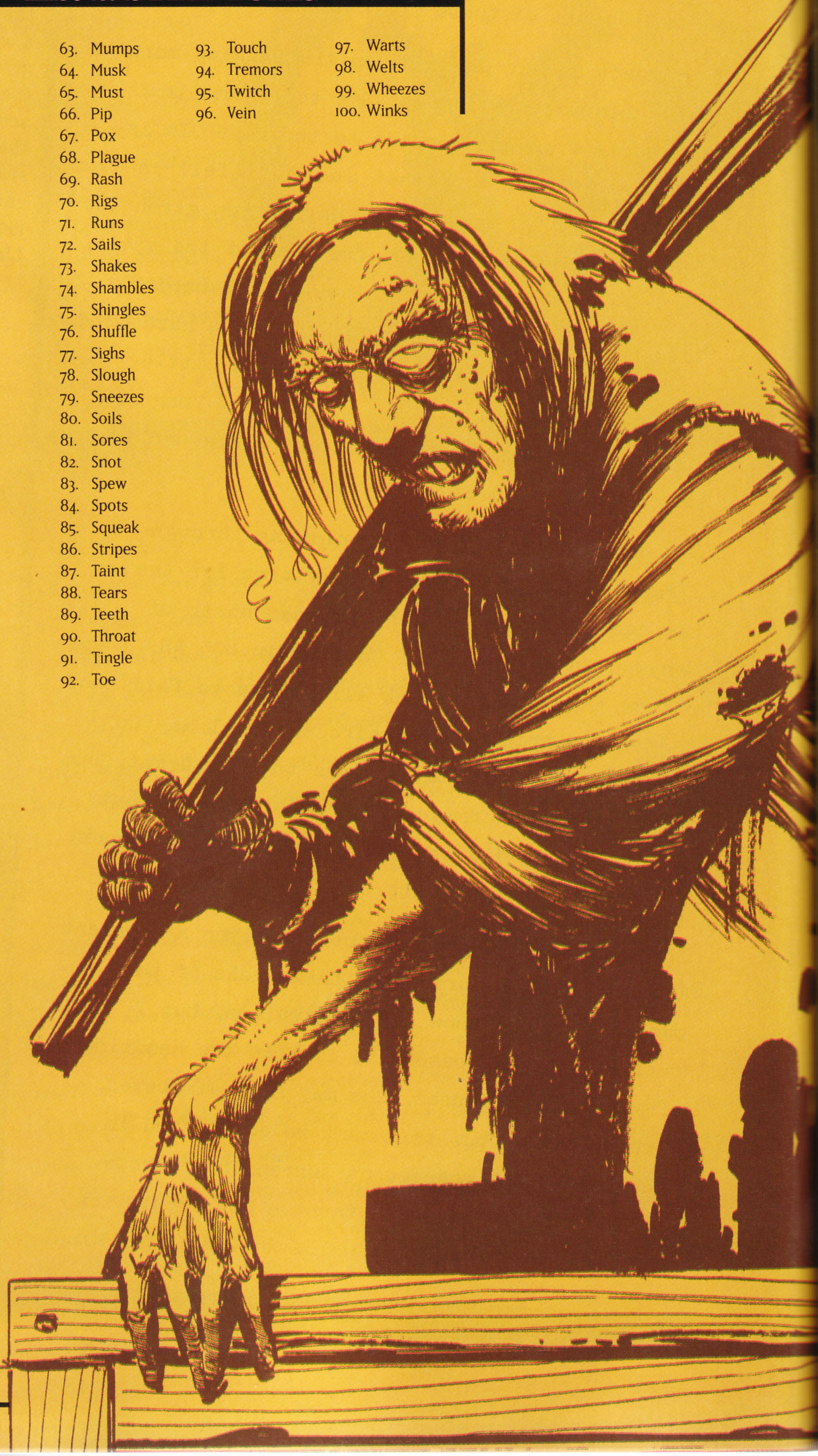
Five Fingers is an utterly dirty and filthy place where diseases of all types run rampant. Instead of saying an NPC has "a cough", scare the mechanika pants off your players with a name pulled from this generator. The following tables supplement the disease rules on page 152 of *Five Fingers: Port of Deceit.* To quickly generate a disease name, roll d% twice. The first result is the descriptor from List 1, and the second is the symptom, from List 2. If the result isn't euphonic or is too nonsensical, give it a tweak or just roll again.

List 1: DESCRIPTORS

d %	Descriptor
1.	[Island name]
2.	[District name]
3.	Aftcastle
4.	Barking
5.	Bayward
6.	Beggar's
7.	Bilge
8.	Bilious
9.	Black
10.	Blackpenny
11.	Boatman's
12.	Bodger's
13.	Bogrin's
14.	Boiling
15.	Bosun's
16.	Burning
17.	Calder's
18.	Cantankerous
19.	Captain's
20.	Chattering
21.	Cheap
22.	Churchie's
23.	Cook's
24.	Crooked
25.	Dainty
26.	Debtor's
27.	Dicer's
28.	Drunkard's
29.	Drunken
30.	Dry
31.	Enforcer's
32.	Errant
33.	Filthy
34.	Fisher's
35.	Forecastle
36.	Gaffer's
37.	Gambler's
38.	Gobber's
39.	Greasy
40.	Grinning
41.	Groaning
42.	Growling
43.	Haggard
44.	Half-head's
45.	Half-penny
46.	Half-sheet
47.	Hanging
48.	Harridan's
49.	High tide
50.	Hoarse
51.	Laris'
52.	Leeward
53.	Liar's
54.	Lorgskon
55.	Low tide
56.	Lusty
57.	Junker's
58.	Manky
59.	Merchant's
60.	Midnight
61.	Moaning
62.	Mongrel
63.	Mucker's
64.	Oily
65.	Pale
66.	Ragged
67.	Radiz
68.	Rakish
69.	Rickety
70.	Rigs
71.	Riveter's
72.	Rocky
73.	Rowan's
74.	Rusty
75.	Rynnish
76.	Sailor's
77.	Salacious
78.	Salty
79.	Sangre
80.	Scarlet
81.	Silent
82.	Sinari
83.	Singing
84.	Slattern's
85.	Sleazy
86.	Smokey
87.	Squalling
88.	Squealing
89.	Squelching
90.	Steamo's
91.	Stinking
92.	Three-day
93.	Thundering
94.	Thurian
95.	Tillman's
96.	Tordoran
97.	Trickling
98.	Trollop's
99.	Uiske
100.	Winking

List 2: SYMPTOMS

d%	Symptom
1.	Ache
2.	Blight
3.	Blink
4.	Blisters
5.	Blot
6.	Breezes
7.	Buboes
8.	Burn
9.	Cheek
10.	Cold
11.	Cough
12.	Clap
13.	Creak
14.	Creases
15.	Creeps
16.	Crick
17.	Cries
18.	Cups
19.	Curse
20.	Debts
21.	Dots
22.	Drips
23.	Drops
24.	Dues
25.	Dust
26.	Embrace
27.	Fervor
28.	Fever
29.	Flakes
30.	Flu
31.	Flux
32.	Foible
33.	Foot
34.	Gasp
35.	Glares
36.	Gripe
37.	Grippe
38.	Groans
39.	Growths
40.	Grumbles
41.	Gut
42.	Hand
43.	Hacks
44.	Haunt
45.	Heaves
46.	Heel
47.	Hives
48.	Jig
49.	Jitter
50.	Kicks
51.	Kiss
52.	Lesions
53.	Lilt
54.	Lip
55.	List
56.	Lope
57.	Malady
58.	Malaise
59.	Measles
60.	Melange
61.	Moans
62.	Moorings
63.	Mumps
64.	Musk
65.	Must
66.	Pip
67.	Pox
68.	Plague
69.	Rash
70.	Rigs
71.	Runs
72.	Sails
73.	Shakes
74.	Shambles
75.	Shingles
76.	Shuffle
77.	Sighs
78.	Slough
79.	Sneezes
80.	Soils
81.	Sores
82.	Snot
83.	Spew
84.	Spots
85.	Squeak
86.	Stripes
87.	Taint
88.	Tears
89.	Teeth
90.	Throat
91.	Tingle
92.	Toe
93.	Touch
94.	Tremors
95.	Twitch
96.	Vein
97.	Warts
98.	Welts
99.	Wheezes
100.	Winks



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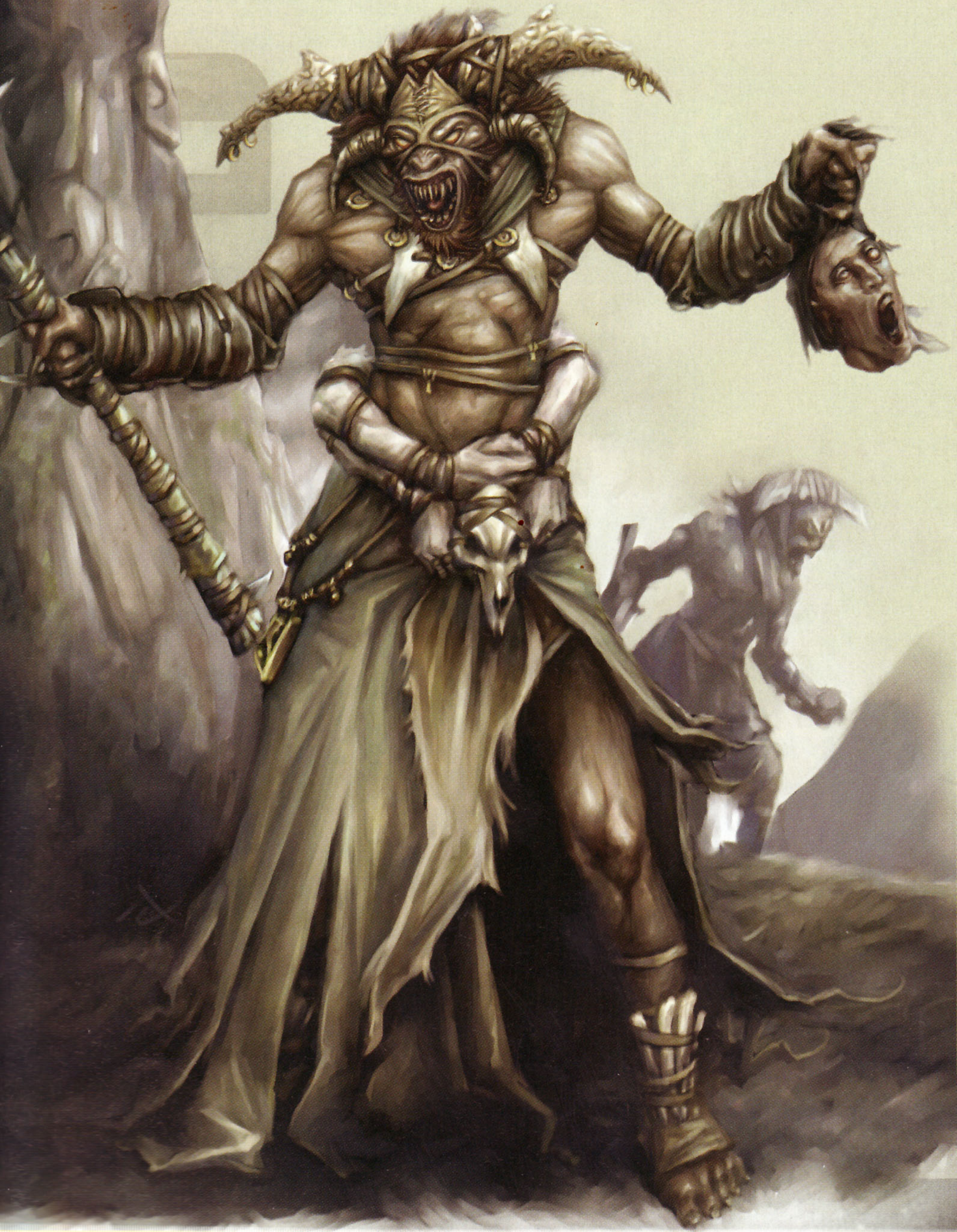
Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By **Andrew Linstrom** · Art by **Andrew Arconti**, **Eric Deschamp,** and **Matt Wilson**

Guts & Gears

Tharn Ravager



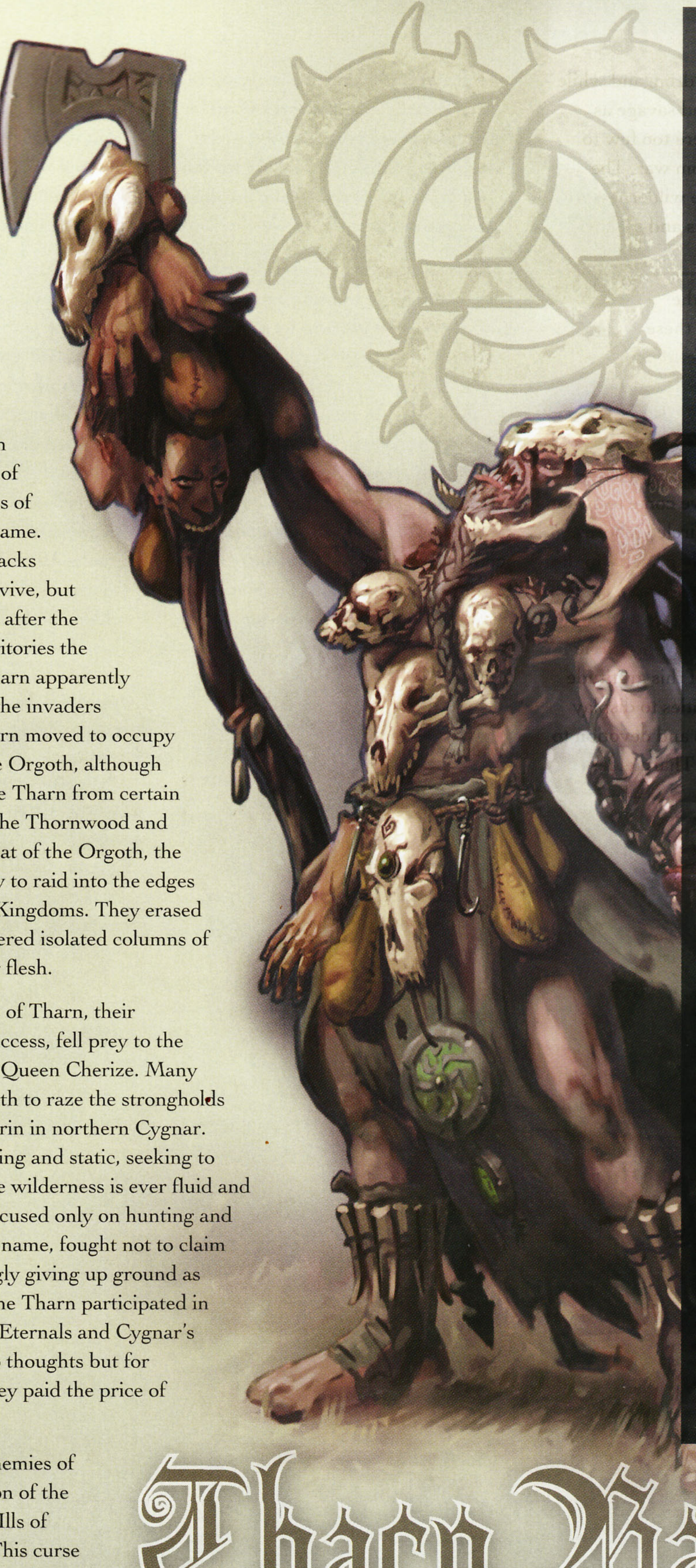
If the Circle Orboros wields the barbaric Tharn as a tool, then that tool is an axe and the ravagers its jagged, bloody edge. The Tharn sacrificed their bodies, souls, and humanity to the Devourer Wurm centuries ago, but they feel they have lost nothing. The gifts granted by the Beast of All Shapes have made them much more than mere men, and the ravagers exemplify the ultimate personification of the savage spirit. Emboldened by their allies and masters in the Circle Orboros, the Tharn have emerged from the wild corners of the Iron Kingdoms to once more hunt the denizens of civilization. The ravagers lead these bloodthirsty attacks, and their ranks count every grown Tharn male fit to hold an axe.

The identity of the human tribe who would become the Tharn, as well as the history of their pact with the Great Beast, remains lost to time. Records of transforming barbarians appear with regularity, if no great frequency, throughout the Thousand Cities Era, and many scholars of the time identify them as remnants of the Molgur, though no sources offer proof stronger than their opinion. Certainly the few stories of Molgur rituals surviving in trollkin and ogrun histories bear a striking resemblance to practices observed among the Tharn. This most likely results from similarities in worship of the Devourer or reflects the realities of a subsistence hunting lifestyle as much as any direct social descent.

Records from the Orgoth Era make scant mention of Tharn, though the scribes of this time first used that name. Records of barbarian attacks and Orgoth reprisals survive, but they indicate few clashes after the invaders claimed the territories the Tharn inhabited. The Tharn apparently did not contest the sites the invaders desired. Instead, the Tharn moved to occupy regions of little use to the Orgoth, although the invaders did drive the Tharn from certain traditional territories in the Thornwood and elsewhere. After the defeat of the Orgoth, the Tharn had greater liberty to raid into the edges of the new-formed Iron Kingdoms. They erased whole villages and murdered isolated columns of soldiers to consume their flesh.

Unprecedented numbers of Tharn, their confidence swollen by success, fell prey to the cunning lies of Khador's Queen Cherize. Many thousands journeyed south to raze the strongholds of Brachenmir and Loghrin in northern Cygnar. Civilization is ever grasping and static, seeking to hold and retain, while the wilderness is ever fluid and changing—the Tharn, focused only on hunting and killing in the Devourer's name, fought not to claim and rule territory, willingly giving up ground as the Cygnarans rallied. The Tharn participated in Cherize's ambush of the Eternals and Cygnar's Queen Serahzha with no thoughts but for greater slaughter, and they paid the price of their ignorance.

In response to the blasphemies of Queen Cherize, an archon of the Prophet levied The Ten Ills of Morrow on the Tharn. This curse afflicted them with a series of misfortunes, but the first, lasting, and most terrible was the infertility of their women. Perhaps one in ten



Tharn Shaman

CE Medium Monstrous Humanoid (Tharn) cleric 3 (Devourer Wurm)

Hit Dice: 9d8+27 (68 hp); 9d8+45 (86 hp, in chaos frenzy)

Senses: Darkvision 60 ft., Listen +4, Spot +2

Initiative: +6

Speed: 30 ft.

Armor Class: 15 (+2 Dex, +3 hide armor), touch 12, flat-footed 13; AC 17, touch 10, flat-footed 15 (in chaos frenzy)

Base Attack/Grapple: +8/+12

Attack: Glaive +12 (1d10+6/x3); glaive +14 (1d10+8/x3) or claw +14 (1d4+6) (while in chaos frenzy)

Full Attack: Glaive +12/+7 (1d10+6/x3); glaive +14/+9 (1d10+8/x3) or 2 claws +14 (1d4+6) and bite +9 (1d6+3) (while in chaos frenzy)

Space/Reach: 5 ft./10 ft. (with Glaive) or 5 ft./5 ft. (with claws/bite)

Special Attacks: Cleric spells

Special Qualities: Chaos frenzy*, chaotic aura, cleric spells, convert cure spells, rebuke beasts (*IKCG*, p. 232)

Saves: Fort +8, Ref +8, Will +10; (Fort+10, Ref +8, Will +15 in chaos frenzy)

Abilities: Str 18, Dex 14, Con 16, Int 8, Wis 14, Cha 10; (Str 22, Con 20 in chaos frenzy)

Skills: Climb +5 (+7 in chaos frenzy), Concentration +6 (+8 in chaos frenzy**), Intimidate +5, Jump +6 (+8 in chaos frenzy), Listen +4, spot +2, Survival +7

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Track

Domains: Destruction (granted power: smite 1/day, +4 to attack roll, +3 to damage); Strength (granted power: feat of strength as supernatural ability 1/day, +3 STR for 1 round)

Spells: 0—*detect poison, guidance, purify food and drink, resistance*; 1st—*divine favor, doom, enlarge person*[D], *obscuring mist*; 2nd—*bull's strength*[D], *bear's endurance, death knell*

[D] Domain spell.

*Monsternomicon, Vol. 1, *p. 167.*

*** Unlike a barbarian's rage, a Tharn cleric in chaos frenzy can cast spells and utilize the Concentration skill.*

Note: Tharn shamans regularly conduct Devourer Wurm feast ceremonies (*IKCG*, p. 376); the shaman and associated Tharn gain these benefits near the time Calder is a full or new moon.

Tharn Ravager

pairings produced children, and while they grew as strong and savage as their parents, these were too few to risk in raids and random war. The Tharn withdrew to the wilderness to husband their numbers and seek an end to their curse.

The druid Morvahna the Autumnblade came to these barbarians with an offer of aid, reversing the Ten Ills a scant thirty years ago. By delivering them of this curse, Morvahna earned the devoted loyalty and affection of countless tribes, all of whom have come to swear binding oaths to the Circle Orboros. The Tharn remain truly grateful to the Circle and Morvahna and have proven keen to flex their growing power as the druids' shock troops. The Circle has taken advantage of this gratitude by offering "opportunities to display their hunter's prowess and devotion to the Devourer". Many Tharn elders see through this pretext, but most care little. They live for the thrill of the hunt and slaughter dedicated to the Unsleeping One and if killing for the Devourer also means killing for the Circle, so be it.

Tharn divide themselves into tribes that claim large hunting grounds and further divide into local communities, both of which they call *tuaths*, a linguistic distinction lost to outsiders. An *athaor*, a word that roughly translates as "first hunter", rules each community and larger collection of villages. Past a certain size, the pronunciation of *athaor* changes slightly and translates more accurately as "king", though such lords command the loyalty of a few thousand souls at most.

Athaors attain their position through accomplishment, though ancestry often lends weight to their claims, and can arise from nearly any part of Tharn society. The most accomplished beast lord usually rules his *tuath*, but occasionally a shaman or an exceptional bloodtracker fills the role. Powerful *athaors*, such as Kromac the Ravenous, can unite many *tuaths*, but Tharn will rarely follow an *athaor* that they do not personally see repeatedly prove himself in battle. Thus, as Kromac's *tuaths* move, many *tuaths* remaining behind fall beyond his influence.

The ability to call on the Wurm and transform into a ferocious aspect of their god is the birthright of every male Tharn and arrives with puberty. Tharn reach this stage several years earlier than humans, perhaps as a natural compensation for a much abridged expected lifespan. Imbued with the instincts, dexterity, and raw physical prowess of the greatest predators, these young Tharn learn the ways of war and to control their powers by joining their elders on the hunt. The young do not join the ravagers until deemed ready by the shamans to honor the Lord of Predators through the sacred act of hunting the hunter.

A shaman of the *tuath* takes aside all the young Tharn ready for their first sacred hunt three nights before an auspicious alignment of Calder that occurs each season and subjects them to days and nights of privations and bloodletting. Visions and lessons received during this

Tharn of the Marchfells *Tuaths*

After the reign of King Malagant, most Tharn retreated into the Thornwood, but some *tuaths* scattered. Several hardy tribes settled in the swampy Marchfells, a fetid land they see as an oasis and haven. These Tharn have joined a number of Circle raids along the Black River and are equally comfortable venturing into the Bloodstone Marches.

time mark the Tharn forever. Similar rites exist for other Tharn, and among their own people, Tharn often identify each other by the season of their first hunt, a time that seems to have spiritual impact on the rest of their lives. Finally, they are taken into a shelter by elder ravagers, fed and rested, and at dawn released on their first sacred hunt.

Tharn Ravager

For his first hunt, a young Tharn needn't stalk seasoned predators, but he must claim something at least as formidable as himself. Most *tuaths* consider young trolls, spine rippers, burrow-mawgs, and adolescent Thornwood maulers fitting prey. Recently, with the Tharn on the rise again, more of these first hunts have targeted humans and trollkin. Tharn return to the ritual of the sacred hunt to mark milestones throughout their lives, and such hunts often include events interpreted as omens from the Devourer.

When all the young Tharn return, or a full seven days pass, the shaman leads them back to the village and into their first ritual feast. The kills are prepared and blessings chanting *to the Devourer as the young Tharn* consumes his prey's heart. As the *tuath* feasts, the shaman ritually connects and inks the scars inevitably earned during the hunt into a unique tattoo pattern that forever serves as the hunter's personal symbol. The Tharn then arises covered in his own blood and that of his prey as the tribe's newest ravager.

Led by older, more experienced beast lords—who have survived many dangerous hunts and proven their skills in battle—ravagers seek to embody the most direct and violent aspects of the Devourer Wurm. Before battle, each beast lord gathers his own handful of ravagers for an invocation that dedicates to the Devourer all the blood they are about to spill in the *kuthoth* (roughly "greatest hunt") ahead.

As they mature, some veteran ravagers feel powerfully drawn to the mysteries of the Great Beast. They seek out their tribe's elder shamans and learn the blood rites and sacred rituals of their people. The shamans tend to the *tuath's* spiritual needs and conduct the sacred rituals that bring them favor with their god. A typical *tuath* only has one or two shamans, with several apprentices ready for initiation in case one of their elders should fall.

A ravager shaman remains a hunter and fighter and lends his primal magics to his comrades' bestial passions in combat. Once the ravagers have begun the slaughter, the shaman consecrates the kills and empowers the organs his warriors consume with the favor of the Devourer. The shaman's totem staff, festooned with grisly trophies and tipped with an axe blade, becomes a portable, and lethal, altar to the Wurm on which to splash the blood of fresh sacrifices. The shaman adorns his trophies with the runes and sacred marks of his faith. A combination of glyphs older than civilization and forms created in the last few years by the Circle Orboros, this symbolic language glorifies the Unsleeping One and invites His blessing.

The reversal of the curse has prompted an explosion in the Tharn population. Morvahna's efforts resulted in much higher fertility and common multiple births. Tharn mature twice as fast as humans, so many generations have passed in a few short decades, and the growing *tuath* hunger for new territories. As the vitality of the Beast of All Shapes reinvigorates the Tharn, they push farther into areas they abandoned centuries ago, and strike ever harder against those who pushed them out. The Circle employs these warriors in increasing numbers and varieties over wider and more distant battlefields. The settled peoples of western Immoren have begun to discover devastation along their borders unseen for centuries, and the quiet fear of the wild that lurks in the heart of every 'civilized' man has grown strong. The howls of hunting Tharn rise again from the forests with echoes of a joyful savagery older than humanity, and begin to shake the foundations of civilization.

Tharn Ravager Tactics

By David Boeren

I love anything Tharn. To me they truly embody the theme of the Circle—wild beast-men lurking in the forests, eager for the blood of so called "civilized men", those who have forgotten their own strength and must now beg their Gods for protection from the wilds.

The Circle of Orboros has an interesting mix of fragile models and extremely durable ones. The Ravagers may appear to belong to the latter group, but players quickly find that this isn't really so, or at least not to the degree that they expected. Sadly, some of them then conclude that Ravagers aren't worth using and decide to stick with Wolves or Gatormen for their melee troops. The Circle isn't meant to fight their battles head on, and neither are the Ravagers, despite their superficial resemblance to units like the Man-o-War or Trollkin Champions.

GETTING TO KNOW YOUR INNER BEAST

Ravagers stand out from other multiwound troops in their incredible speed and better than average DEF. My SPD 5 Skorne Cataphracts already draw envious comments from Khador Man-o-War players, and SPD 6 with Pathfinder puts the Ravagers into a class by themselves. Their ARM is good at 16, but they still won't last long in a slugfest. The extra DEF is a real bonus, and it goes up even higher when they are in forests, always a good idea as they also have Camouflage. Finally, Ravagers can also earn Heart Tokens. While it's not always easy to retain them for later use, the Ravagers are unique as the only unit in the game that can boost their attack roles. This makes them very dangerous against enemy warcasters when combined with a Powerful Charge.

GIVE ME A PLACE TO STAND

All models benefit from good placement, Ravagers even more than most units. Use their speed to claim favorable terrain early in the game and aggressively look for ambushing opportunities. Keeping them 3" into a forest radiates an 11" board control threat in nearly total safety, allowing their Treewalker ability to shine. When the time for melee comes, the Ravagers should either be charging the enemy to leverage Powerful Charge, or luring them into forest deathtraps where their DEF 15 makes them very difficult to fight against. Board control is a Circle Orboros strength and the presence of lurking Ravagers can limit your opponent's opportunities to attack you.

EVEN A BEASTMAN NEEDS A FRIEND

- **If you cannot gain favorable terrain, a wall of spaced Shifting Stones blocks charges and can also heal them of minor damage as the Tharn fight.**
- **A Woldwarden can escort a unit of Ravagers using Undergrowth to trigger their Camouflage ability. Swamp Gobbers can accomplish the same effect. It's not as good as a forest, but it does protect them from being shot or targeted by spells.**
- **Woldwatchers and Mannikins can create small forests, enough to make the front three Ravagers of a unit very hard to hit while the rest waits behind them.**
- **Baldur's Rapid Growth forests are a major benefit for Ravagers. Stoneskin can boost their durability, but also interferes with Powerful Charge. It's sometimes best to use Rapid Growth to transport Ravagers to a natural forest rather than charging straight ahead from behind movable trees. Also try putting a forest in front of enemy models and charging the Ravagers into it.**
- **Morvahna is an excellent warlock with Ravagers. Revivify improves their ARM, and makes them good escorts for an aggressive Morvahna. Regrowth is perhaps even better, bringing the unit back to full strength each turn after the enemy worked so hard to kill them. Eruption of Life provides them not only a forest, but additional healing as well.**
- **Kromac works well with Ravagers. Brutality bolsters their lower MAT and free extra attacks are potent with models that have Reach and good POW. They get to keep more of their hard earned Heart Tokens, and it works particularly well with the Shaman's mini-feat.**

Painting Tharn Ravagers

Tharn of the Marchfell *Tuaths*

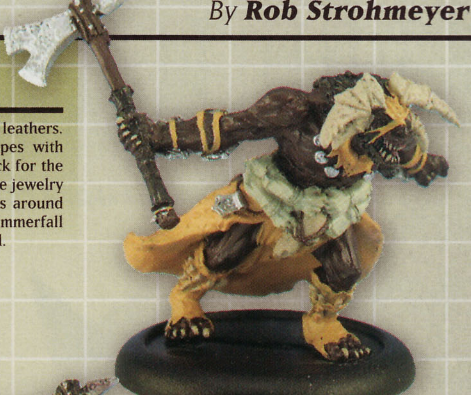
By **Rob Strohmeyer**

Base Coat

Start with a base of Umbral Umber for the Tharn flesh and Rucksack Tan for the leathers. Pick out bone details, teeth, and nails using Hammerfall Khaki. Paint ropes with Bootstrap Leather and the axe using Umbral Umber for the wood, Thamar Black for the cloth wrapping, and Cold Steel for the metal bits. Use Cold Steel to bring out the jewelry and armor, Thamar Black for the hair, and Thrall Flesh on the severed arms around the waist. Don't forget to paint the boney knobs on the severed arms with Hammerfall Khaki. Finally, hit the mouth details like the gums and tongue with Skorne Red.

Base Coat Colors:

Armor/Axe Blade/Jewelry—Cold Steel • **Leather**—Rucksack Tan
Cloth—Thamar Black • **Hair**—Thamar Black • **Flesh**—Umbral Umber
Mouth—Skorne Red • **Horns/Bone**—Hammerfall Khaki
Dead Flesh—Thrall Flesh • **Rope**—Bootstrap Leather

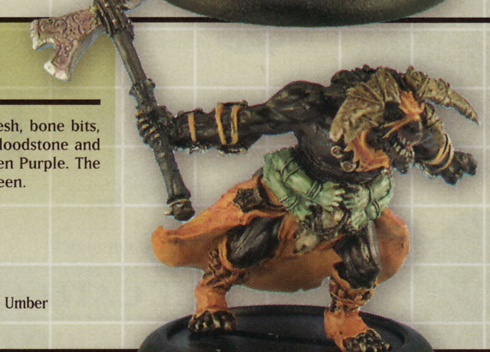


Shading

Use a mix of Armor Wash and a touch of Umbral Umber to wash the flesh, bone bits, jewelry, armor, and axe. Then, wash the leathers with a 50/50 mix of Bloodstone and water. The axe blade and armor get an additional, smaller wash of Beaten Purple. The severed arms get washed with a 50/50 mix of Armor Wash and Gnarls Green.

Shading Colors:

Armor/Axe Blade/Jewelry—Armor Wash, Beaten Purple
Leather—Bloodstone • **Flesh**—Armor Wash, Umbral Umber
Dead Flesh—Armor Wash, Gnarls Green • **Bone**—Armor Wash, Umbral Umber
Rope—Armor Wash, Umbral Umber

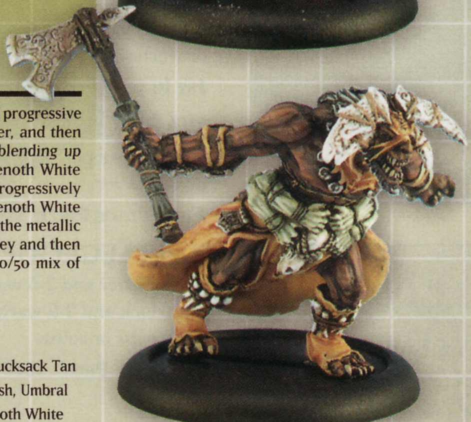


Highlighting

Highlight the flesh first by blending Umbral Umber back over the high spots. Add progressive layers of Umbral Umber mixed with Bootstrap Leather, pure Bootstrap Leather, and then Bootstrap Leather mixed with Khardic Flesh. *Highlight the leather by first blending up* Rucksack Tan, and then blending highlights of a 50/50 Rucksack Tan and Menoth White Highlight mix. Clean up bone items with Hammerfall Khaki, and highlight with progressively lighter mixes of Hammerfall Khaki and Menoth White Highlight up to pure Menoth White Highlight. Use Thrall Flesh to highlight the severed arms and Cold Steel on all the metallic parts. Highlight the cloth wrap on the axe and the hair with first Greatcoat Grey and then a mix of Greatcoat Grey and Morrow White. Ropes get highlighted with a 50/50 mix of Bootstrap Leather and Menoth White Highlight.

Highlighting Colors:

Armor/Axe Blade/Jewelry—Cold Steel • **Leather**— Menoth White Highlight, Rucksack Tan • **Cloth**—Greatcoat Grey, Morrow White • **Flesh**—Bootstrap Leather, Khardic Flesh, Umbral Umber • **Bone**—Hammerfall Khaki, Menoth White Highlight • **Dead Flesh**—Menoth White Highlight, Thrall Flesh • **Rope**—Bootstrap Leather, Menoth White Highlight

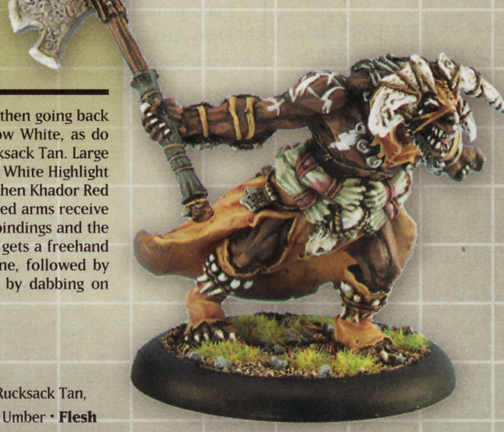


Detailing

Create the tattoos by freehand, drawing shapes in Hammerfall Khaki and then going back over with Morrow White. Bones receive a final small highlight of Morrow White, as do details like the teeth and nails. Small leather details get picked out in Rucksack Tan. Large leather sections get a bright highlight of Rucksack Tan mixed with Menoth White Highlight at a ratio of about 1:3 tan-to-white. Pick out the eyes with Skorne Red and then Khador Red Base, and the tongue gets a small highlight of Khador Red Base. The severed arms receive small washes of Beaten Purple and then Skorne Red around the leather bindings and the severed ends. All metals receive a small highlight of Quicksilver. The axe gets a freehand wood grain design by painting stripes of Umbral Umber, then Bloodstone, followed by Rucksack Tan. Finally, dirty up the bottom edge of the leather tabard by dabbing on thinned out Umbral Umber.

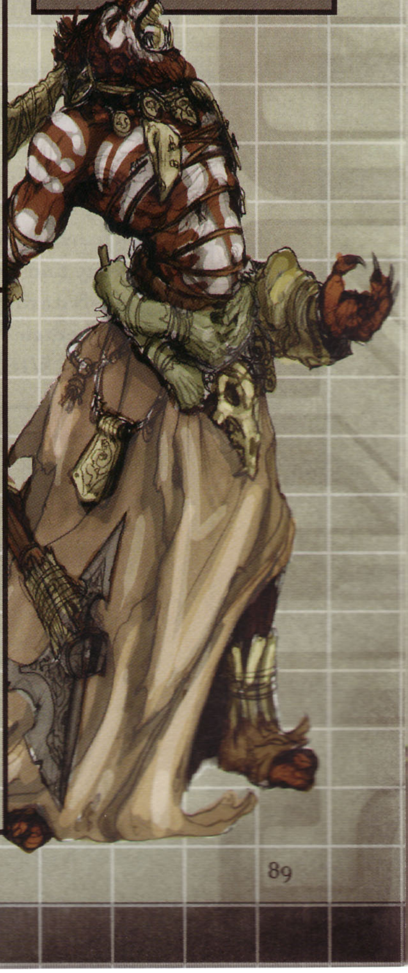
Details Colors:

Armor/Axe Blade/Jewelry—Quicksilver • **Axe Handle**— Bloodstone, Rucksack Tan, Umbral Umber • **Leather**— Menoth White Highlight, Rucksack Tan, Umbral Umber • **Flesh (Tattoos)**—Hammerfall Khaki, Morrow White • **Dead Flesh**—Beaten Purple, Skorne Red • **Bone**—Morrow White • **Teeth/Nails**—Morrow White • **Tongue and Eyes**—Khador Red Base, Khador Red Base



What You'll Need:

- Armor Wash
- Beaten Purple
- Bloodstone
- Bootstrap Leather
- Cold Steel
- Gnarls Green
- Greatcoat Grey
- Hammerfall Khaki
- Khador Red Base
- Khardic Flesh
- Menoth White Highlight
- Morrow White
- Quicksilver
- Rucksack Tan
- Skorne Red
- Thamar Black
- Thrall Flesh
- Umbral Umber



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FORMULA P3 GRANDMASTER PAINTING COMPETITION

IT'S NEVER TOO EARLY TO START PAINTING LIKE YOU'VE GOT A PAIR!

2007 GRANDMASTER CHAMPION

HOW TO ENTER:

Show up at Gen Con Indy. Fill out an entry form at the Privateer Press booth and drop of your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 to 11:00 AM. All entries must be received by Saturday 8/16/2008 by 11:00 AM.

THE CATEGORIES AND PRIZES

WARJACK/WARBEAST

A single light or heavy warjack or warbeast.

1ST PLACE PRIZE: $200 US

WARRIOR MODEL

A single trooper, solo, warlock, or warcaster.

FIRST PLACE PRIZE: $200 US

BATTLEGROUP

A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos.

1ST PLACE PRIZE: $200 US

UNIT

A unit of at least the minimum number of allowed models and no more than the maximum number of models allowed. Unit Attachments and Special Weapon Attachments may be included.

1ST PLACE PRIZE: $200 US

DIORAMA

A scene of the Iron Kingdoms, made up of components that do not exceed 12″ wide, by 12″ tall, by 12″ deep.

1ST PLACE PRIZE: $200 US

GRANDMASTER

Selected from the winners of the above categories.

GRAND PRIZE: $1,000 US

The Grandmaster will win $1,000 US for the Grand Prize and $200 for the category that qualifies them, for a total of **$1,200 US.**

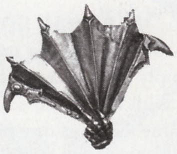
RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter categories once, through they can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws.
- The judges' decisions are final in all cases.

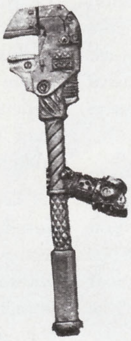
WINNERS ANNOUNCED AT 5:00 PM · SATURDAY 8-16-08 AT GEN CON INDY!

PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG



Epic Morghul
Fan of Shadows



Arlan Strangewayes
Fixer

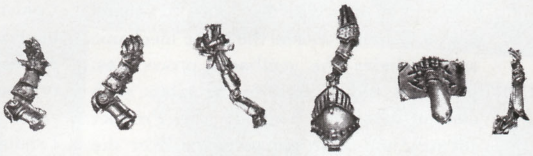
Arlan Strangewayes
Gauntlet

Arlan Strangewayes
Head

Arlan Strangewayes
Arcane Accumulator

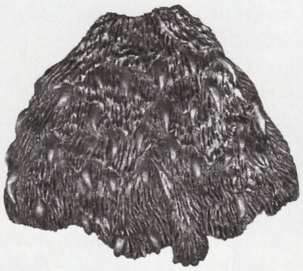
Epic Morghul
Stand

Withershadow Combine
Tremulus' Backvent



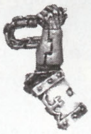
Withershadow Combine
Arms

Yuri the Axe
Great Axe



Yuri the Axe
Cloak

Yuri the Axe
Traps



Vassal of Menoth
Arm

Caber Thrower
Caber

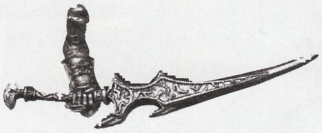
Kriel Warrior Standard Bearer
Shield

Stone Scribe Chronicler
Battle Axe

Stone Scribe Chronicler
Scroll Arm

Kriel Warrior Standard Bearer
Standard

Epic Lylyth
Whisper



Epic Goreshade
Voass

Kriel Warrior Piper
Pyg Piper

Kriel Warrior Piper
Pipes

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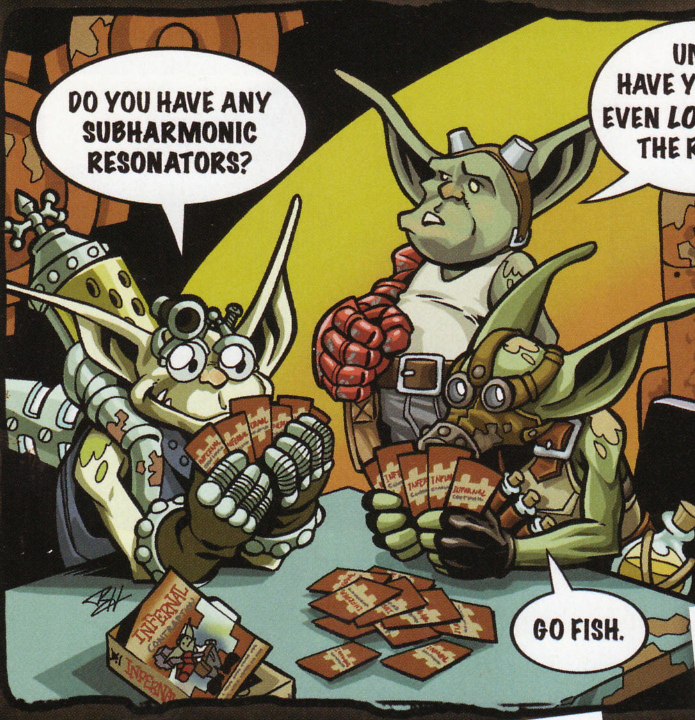
DRAWN AND QUARTERED

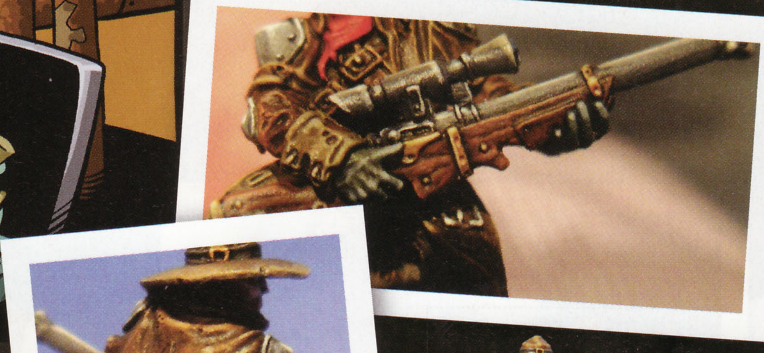
by **Rob Hawkins**

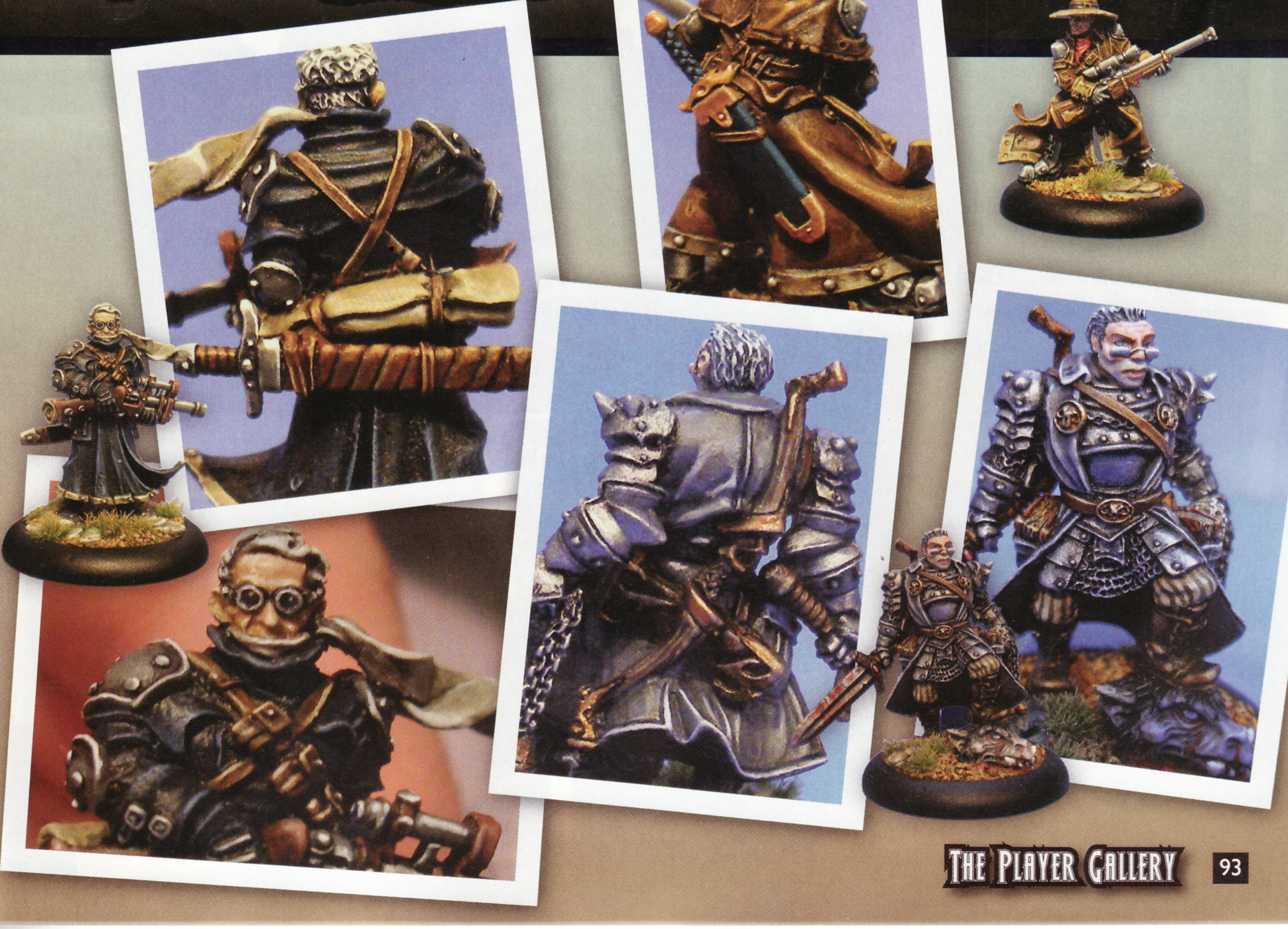

DO YOU HAVE ANY SUBHARMONIC RESONATORS?
UM... HAVE YOU TWO EVEN LOOKED AT THE RULES?
GO FISH.
INFERNAL

THE PLAYER GALLERY

Guns For Hire

Kristian Duczek from Austria shows off some fine "non-metallic" metal schemes on Kell Bailoch and Seth Alkot, plus a great look for Professor Viktor Pendrake.

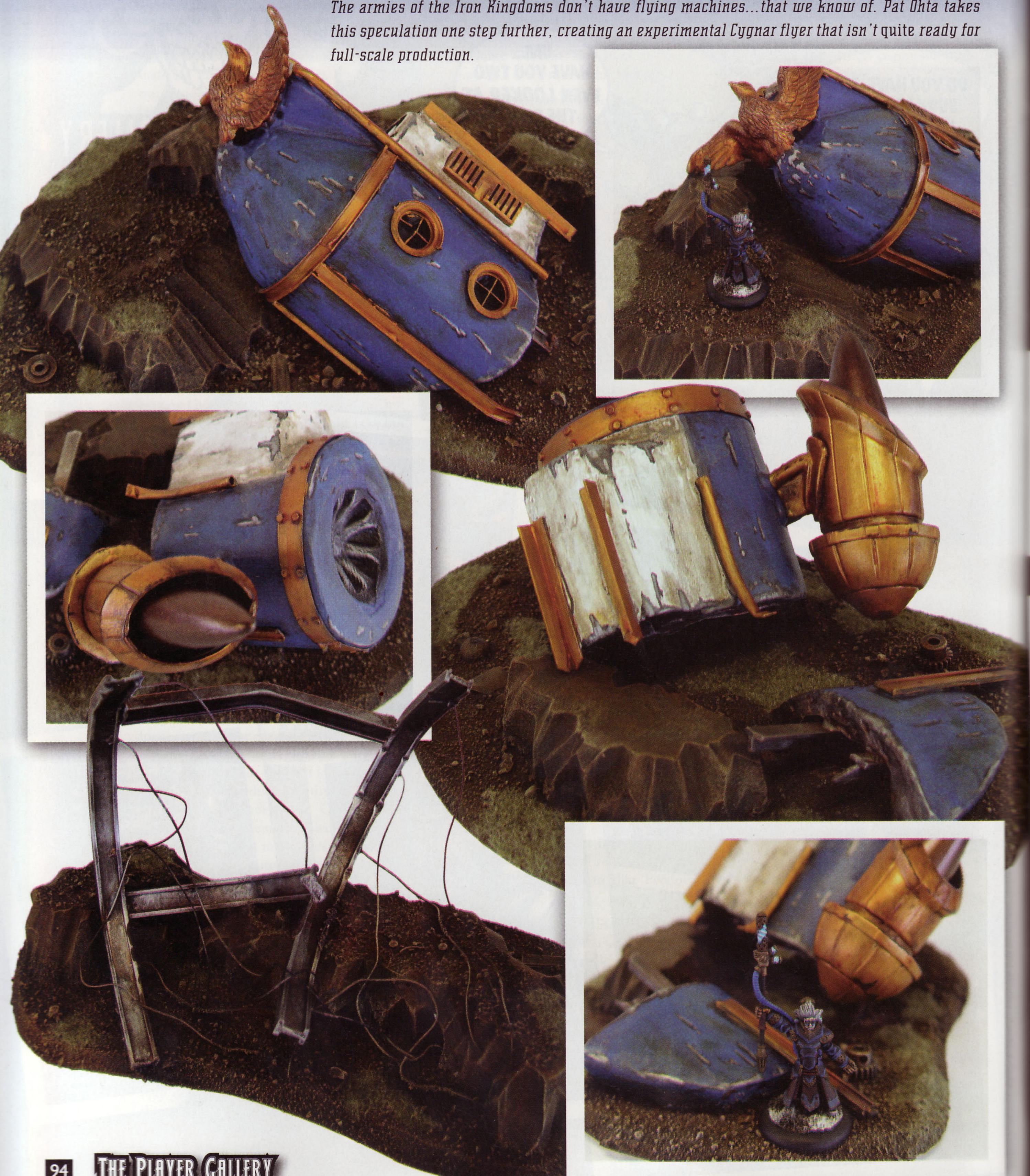




CYGNAR
"EXPERIMENTAL FLYER"

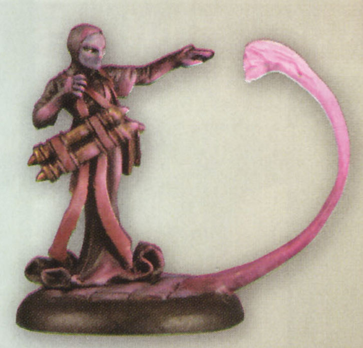
By **Pat Ohta**

The armies of the Iron Kingdoms don't have flying machines…that we know of. Pat Ohta takes this speculation one step further, creating an experimental Cygnar flyer that isn't quite ready for full-scale production.



BLINDED BY THE LIGHT CHALLENGE

The Painting Challenge of No Quarter #17 was to take source lighting and use it in interesting ways on your model. Turn off the lights and check out the glow!

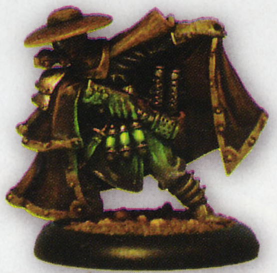


WINNER!

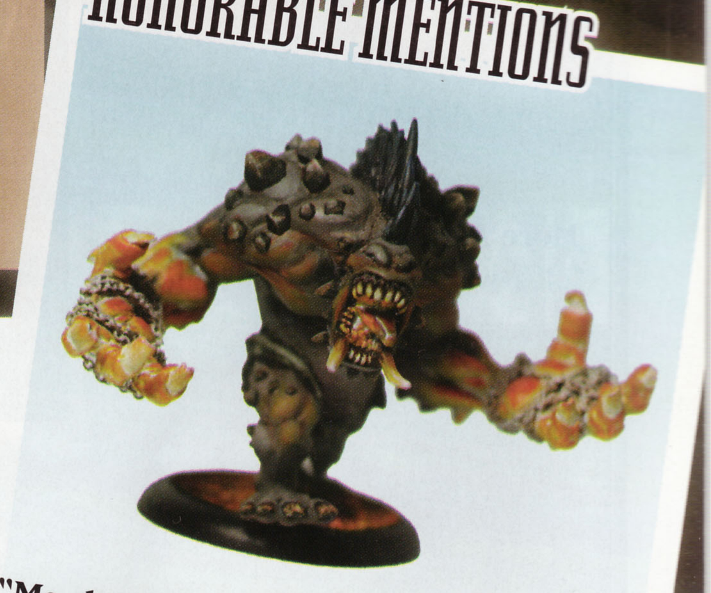
Drew Olds

Drew Olds wins the Painting Challenge with this eerie (and pink!) take on the Infernal Curator (see NQ 14 for more on these Infernal baddies). Great use of pure evil, Drew, to provide the source lighting!

HONORABLE MENTIONS

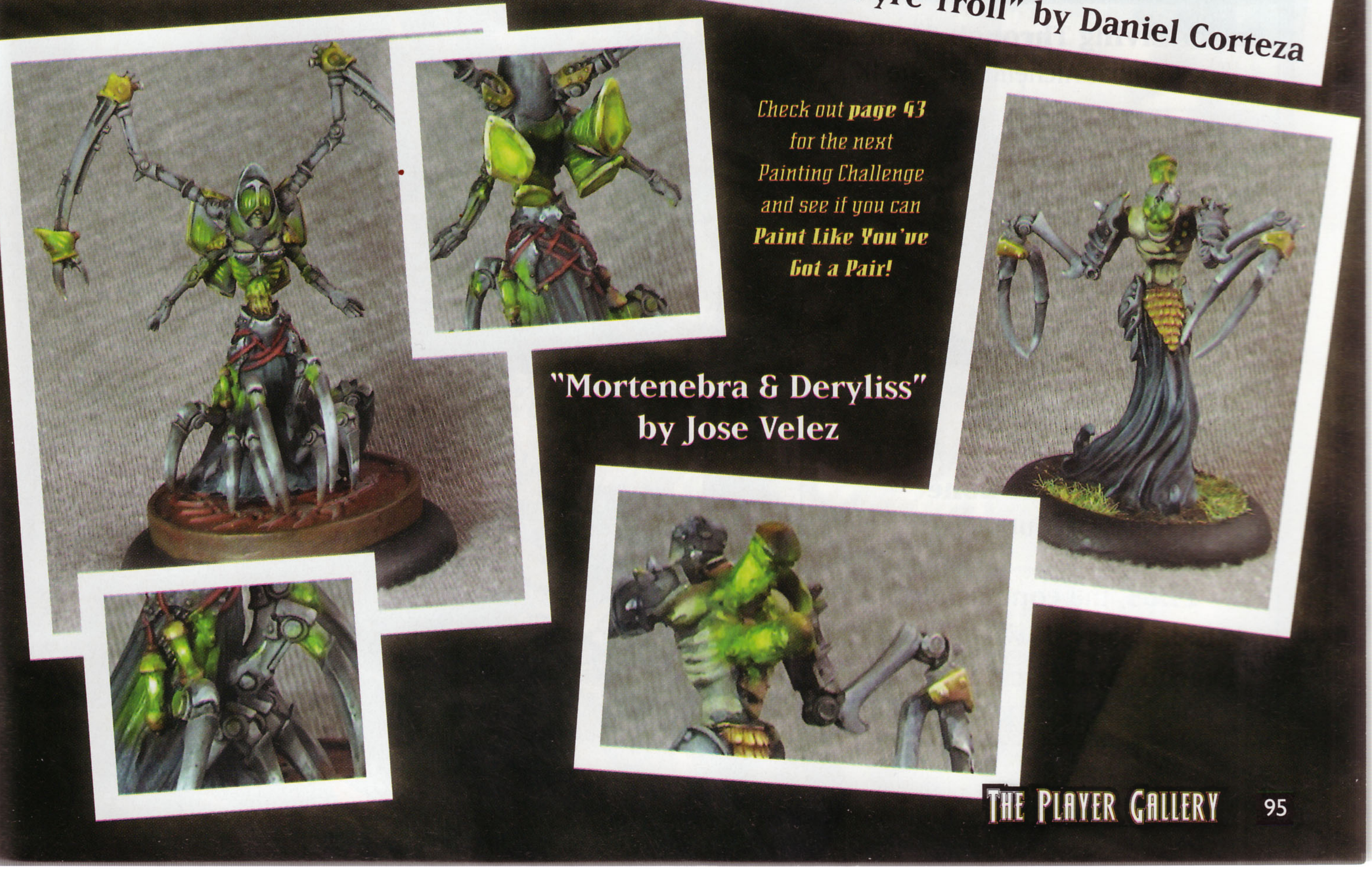


"Gorman di Wulfe" by Brett Maurer



"Mauler/Pyre Troll" by Daniel Corteza

*Check out **page 43** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***



"Mortenebra & Deryliss" by Jose Velez

THE POOP DECK

In the Next
No Quarter
Magazine

More *Metamorphosis* Madness
Solos, warbeasts, UAs and minions

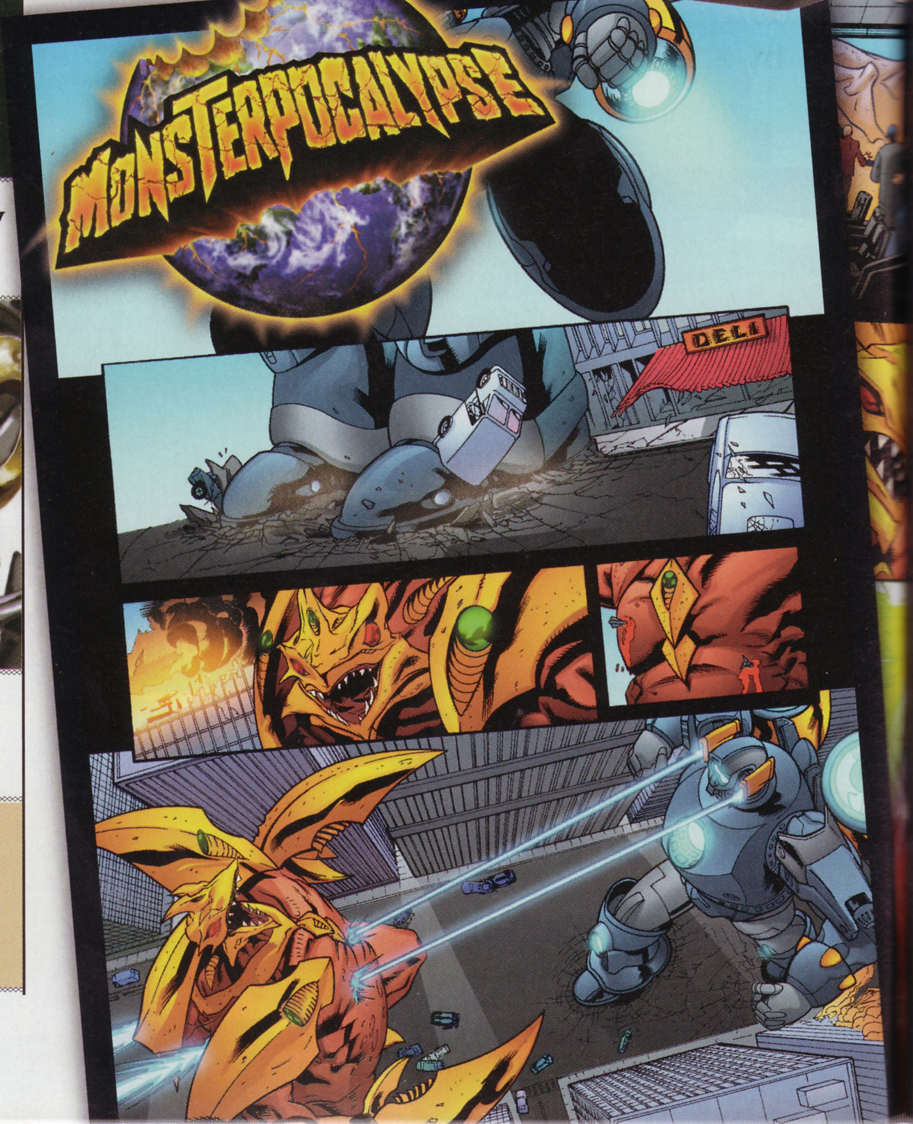
Better Living Through Alchemy
The Combat Alchemist in the IK

Bad to the Bone
Bonejacks in Guts and Gears

PLUS, the **conclusion of Studio Showdown**, **Legion of Everblight tactics**, and **Baldur** in the **Gavyn Kyle Files**

Monsterpocalypse Comic Miniseries

As mentioned on page 76, Across the Pond Studios is working closely with Privateer Press to bring the world of Monsterpocalypse to life on the comic page. This miniseries hits shelves across the country this fall. Keep watching monsterpocalypsegame.com for instructions on how you can get your **FREE Mega Sky Sentinel™** limited edition figure (right), an offer that is only available in the Monsterpocalypse comic books.



Lylyth, Shadow of Everblight and her Strider minions face off against an equally dangerous foe — Lord Assassin Morghul.

CALL TO ARMS

THE **WAR** CONTINUES TO RAGE!

The Broken Coast Raids, the third Tour of the 2008 Call to Arms League, finishes up this July, with a long break until the Caspia-Sul Incursions begin this fall. Each Tour runs for five weeks, so there's never a bad time to fire up your 'jacks or goad your 'beasts and get to the front line!

CALL TO ARMS
2008 TOUR SCHEDULE

TOUR	START WEEK	END WEEK
OCCUPIED LLAEL	1/7/08	2/25/08
BLOODSTONE BORDERLANDS	3/17/08	5/5/08
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